

| INPUT PORT [0] (INMAP0) |                                    |
|-------------------------|------------------------------------|
| [D7]                    | STROBE SIGNAL OUTPUT FROM MAIN CPU |
| [ D6 ]                  | UNASSIGNED                         |
| [ D5 ]                  | UNASSIGNED                         |
| [ D4 ]                  | UNASSIGNED                         |
| [ D3 ]                  | POWER DOWN SIGNAL                  |
| [ D2 ]                  | UNASSIGNED                         |
| [D1].                   | UNASSIGNED                         |
| [ D0 ]                  | UNASSIGNED                         |

### F I G. 5

| CONTROL OUTPUT PORT [0] (CNTMAP0) |                                     |
|-----------------------------------|-------------------------------------|
| [ D7 ]                            | SOUND MUTE CONTROL OUTPUT           |
| [ D6 ]                            | UNASSIGNED                          |
| [ D5 ]                            | UNASSIGNED                          |
| [ D4 ]                            | UNASSIGNED                          |
| [ D3 ]                            | UNASSIGNED                          |
| [ D2 ]                            | UNASSIGNED                          |
| [D1]                              | LIQUID CRYSTAL DISPLAY PROBE OUTPUT |
| [ DO ]                            | WATCHDOG TIMER RESET                |

| COMMAND RECEIVE PORT |                                   |  |
|----------------------|-----------------------------------|--|
| [HIGH                | HER HIERARCHICAL LEVEL] (COMHMAP) |  |
| [D7]                 | DATA D15 OUTPUT FROM MAIN CPU     |  |
| [ D6 ]               | DATA D14 OUTPUT FROM MAIN CPU     |  |
| [ D5 ]               | DATA D13 OUTPUT FROM MAIN CPU     |  |
| [ D4 ]               | DATA D12 OUTPUT FROM MAIN CPU     |  |
| [ D3 ]               | DATA D11 OUTPUT FROM MAIN CPU     |  |
| [ D2 ]               | DATA D10 OUTPUT FROM MAIN CPU     |  |
| [D1]                 | DATA D9 OUTPUT FROM MAIN CPU      |  |
| [ D0 ]               | DATA D8 OUTPUT FROM MAIN CPU      |  |

| COMMAND RECEIVE PORT |                                  |  |
|----------------------|----------------------------------|--|
| [LOWI                | ER HIERARCHICAL LEVEL] (COMLMAP) |  |
| [D7]                 | DATA D7 OUTPUT FROM MAIN CPU     |  |
| [D6]                 | DATA D6 OUTPUT FROM MAIN CPU     |  |
| [ D5 ]               | DATA D5 OUTPUT FROM MAIN CPU     |  |
| [D4]                 | DATA D4 OUTPUT FROM MAIN CPU     |  |
| [ D3 ]               | DATA D3 OUTPUT FROM MAIN CPU     |  |
| [ D2 ]               | DATA D2 OUTPUT FROM MAIN CPU     |  |
| [D1]                 | DATA D1 OUTPUT FROM MAIN CPU     |  |
| [ D0 ]               | DATA DO OUTPUT FROM MAIN CPU     |  |

| LIQUID CRYSTAL DISPLAY COMMAND |                                     |
|--------------------------------|-------------------------------------|
|                                | TRANSMISSION PORT (LCDMAP)          |
| [D7]                           | DATA D7 OUTPUT TO IMAGE DISPLAY CPU |
| [D6]                           | DATA D6 OUTPUT TO IMAGE DISPLAY CPU |
| [D5]                           | DATA D5 OUTPUT TO IMAGE DISPLAY CPU |
| [ D4 ]                         | DATA D4 OUTPUT TO IMAGE DISPLAY CPU |
| [ D3 ]                         | DATA D3 OUTPUT TO IMAGE DISPLAY CPU |
| [ D2 ]                         | DATA D2 OUTPUT TO IMAGE DISPLAY CPU |
| [D1]                           | DATA D1 OUTPUT TO IMAGE DISPLAY CPU |
| [ D0 ]                         | DATA DO OUTPUT TO IMAGE DISPLAY CPU |

F I G. 9

|        | SOUND OUTPUT PORT (SUNDMAP) |
|--------|-----------------------------|
| [D7]   | SOUND OUTPUT D7             |
| [ D6 ] | SOUND OUTPUT D6             |
| [ D5 ] | SOUND OUTPUT D5             |
| [D4]   | SOUND OUTPUT D4             |
| [D3]   | SOUND OUTPUT D3             |
| [D2]   | SOUND OUTPUT D2             |
| [D1]   | SOUND OUTPUT D1             |
| [ D0 ] | SOUND OUTPUT DO             |

| ·                    |               |   |
|----------------------|---------------|---|
| RECEIVE COMMAND CODE |               |   |
| COMMAND<br>CODE      | DATA<br>VALUE | DESCRIPTION   |
| MCMD_MAX             | 00FH          | MAXIMUM COMMAND CODE OUTPUT FROM MAIN CPU                         |
| MCMD_INIT            | 001H          | PRESENTATION INITIALIZATION COMMAND CODE                          |
| MCMD_DEMO            | 002H          | DEMONSTRATION DISPLAY COMMAND CODE                                |
| MCMD_MDIN            | 003H          | GAMING TOKEN INSERTION COMMAND CODE                               |
| MCMD_NMST            | 004H          | COMMAND CODE FOR STARTING GAME DURING NORMAL GAME                 |
| MCMD_RBST            | 005H          | COMMAND CODE FOR STARTING SPINNING OF REELS DURING RB             |
| MCMD_BBST            | 006H          | COMMAND CODE FOR STARTING SPINNING OF REELS DURING BB             |
| MCMD_RLSP            | 007H          | STOP REEL COMMAND CODE  |
| MCMD_NHIT            | H800          | GENERATION (ALL REEL STOP) COMMAND CODE                           |
| MCMD_JHIT            | 009H          | GENERATION-OF-JACKPOT-GAME COMMAND CODE                           |
| MCMD_POFN            | 00AH          | PAYOUT COMPLETION COMMAND CODE                                    |
| MCMD_BNST            | 00ВН          | COMMAND CODE FOR INSTRUCTING CHANGING OF STATUS OF BONUS GAME     |
| MCMD_BBFN            | 00CH          | BB END OPERATION COMMAND CODE                                     |
| MCMD_ERR             | 00DH          | ERROR PRESENTATION INSTRUCTION COMMAND CODE                       |
| MCMD_PSEL            | 00EH          | COMMAND CODE CONCERNING TYPE OF PRESENTATION RENDERED BY MAIN CPU |
| MCMD_SUND            | 00FH          | SOUND PRESENTATION INSTRUCTION COMMAND CODE                       |
| ERRN_MAX             | 00FH          | ALLOWABLE NUMBER OF CONTINUOUS RECEIVE ERRORS                     |

#### F I G. 11

| 01H  | PRESENTATION INITIALIZATION |
|------|-----------------------------|
| NONE |                             |

### F I G. 12

| 02H | DEMONSTRATION DISPLAY |
|-----|-----------------------|
|     | NONE                  |

| 03H | INSERT GAMING TOKEN             |
|-----|---------------------------------|
|     | NUMBER OF TOKENS TO BE INSERTED |
| ļ   | FOR JACKPOT GAME (1-3)          |

| 04H | START GAMES DURING NORMAL GAME |
|-----|--------------------------------|
|     | TYPE OF GENERATION             |
| b7  | BB                             |
| b6  | RB                             |
| b5  | REPLAY OR RB DURING BB         |
| b4  | DIAMOND                        |
| b3  | DRAGON 2                       |
| b2  | DRAGON 1                       |
| b1  | FOUR CHERRIES                  |
| bO  | TWO CHERRIES                   |

### FIG. 15

| 05H                           | START SPINNING OF REELS DURING RB          |
|-------------------------------|--|
| NUMBER OF AVAILABLE RB GAMES, |  |
|                               | NUMBER OF AVAILABLE RB OPERATIONS          |
| b7                            | •  |
| b6                            |  |
| b5                            | NUMBER OF AVAILABLE RB GAMES (12-1)        |
| b4                            | NUMBER OF AVAILABLE RB GAMES (12-1)        |
| b3                            | NUMBER OF AVAILABLE RB GAMES (12-1)        |
| b2                            | NUMBER OF AVAILABLE RB GAMES (12-1)        |
| b1 .                          | NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0) |
| bO                            | NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0) |

### F I G. 16

| 06H | START SPINNING OF REELS DURING BB       |  |  |  |
|-----|---|--|--|--|
|     | NUMBER OF REMAINING BB GAMES,           |  |  |  |
| ł   | NUMBER OF AVAILABLE RB OPERATIONS       |  |  |  |
| b7  | TYPE OF BB (0/1= WHITE 7/RED 7)         |  |  |  |
| b6  | NUMBER OF REMAINING BB GAMES (30-1)     |  |  |  |
| b5  | NUMBER OF REMAINING BB GAMES (30-1)     |  |  |  |
| b4  | NUMBER OF REMAINING BB GAMES (30-1)     |  |  |  |
| b3  | NUMBER OF REMAINING BB GAMES (30-1)     |  |  |  |
| b2  | NUMBER OF REMAINING BB GAMES (30-1)     |  |  |  |
| b1  | NUMBER OF AVAILABLE RB OPERATIONS (3-1) |  |  |  |
| ьО  | NUMBER OF AVAILABLE RB OPERATIONS (3-1) |  |  |  |

| 07H  | REEL STOP             |  |  |  |
|------|-----------------------|--|--|--|
|      | STOP REEL INFORMATION |  |  |  |
| b7   | •                     |  |  |  |
| b6   |                       |  |  |  |
| b5   |                       |  |  |  |
| . b4 |                       |  |  |  |
| ь3   |                       |  |  |  |
| b2   | 3RD STOPPAGE          |  |  |  |
| b1   | 2ND STOPPAGE          |  |  |  |
| ьО   | 1ST STOPPAGE          |  |  |  |

## F İ G. 18

| 08Н                | ELECTIONS EXCLUSIVE OF GENERATION OF JACKPOT GAMES |  |  |  |
|--------------------|--|--|--|--|
| TYPE OF GENERATION |  |  |  |  |
| b7                 | RB(01), WHITE 7(10), RED 7(11)                     |  |  |  |
| b6                 | RB(01), WHITE 7(10), RED 7(11)                     |  |  |  |
| b5                 | REPLAY OR RB DURING BB                             |  |  |  |
| b4                 | · DIAMOND  |  |  |  |
| ь3                 | DRAGON 2   |  |  |  |
| b2                 | DRAGON 1   |  |  |  |
| b1                 | 4 CHERRIES   |  |  |  |
| ь0                 | 2 CHERRIES   |  |  |  |

#### FIG. 19.

| 09Н | GENERATION OF JACKPOT GAMES             |  |
|-----|---|--|
| ,   | NUMBER OF AVAILABLE ELECTIONS (8 TO 1), |  |
|     | 0 DEPICTS FAILURE                       |  |

| OAH | COMPLETION OF PAYOUT |
|-----|----------------------|
|     | NONE                 |

| овн     | INSTRUCTION FOR CHANGING STATUS OF BONUS GAME        |  |  |
|---------|--|--|--|
| ООН     | RB COMPLETED   |  |  |
| 0111    | START BB1-2  |  |  |
| 01H     | (RB PERFORMED DURING BB IS COMPLETED: WHITE 7)       |  |  |
| 0011    | START BB2-2  |  |  |
| 02H     | (RB PERFORMED DURING BB IS COMPLETED: RED 7)         |  |  |
| озн     | START BB3  |  |  |
| USH     | (RB PERFORMED DURING BB IS COMPLETED: COMMON)        |  |  |
| 04H     | BB TERMINATION 1 PRESENTATION INSTRUCTION            |  |  |
| U4H     | (NORMAL END)   |  |  |
| 05H     | BONUS TERMINATION 2 PRESENTATION INSTRUCTION         |  |  |
| ОЗП     | [RB 1 OR 2 ENDED WITH PUNCTURES (FAILURES)]          |  |  |
| 06Н     | BONUS TERMINATION 3 PRESENTATION INSTRUCTION         |  |  |
| ООП     | [RB 3 ENDED WITH PUNCTURES (FAILURES)]               |  |  |
| 07H     | BONUS TERMINATION 4 PRESENTATION INSTRUCTION         |  |  |
| U/H<br> | [ENDED WITH PUNCTURES (FAILURES) DURING NORMAL GAME] |  |  |

## FIG. 22

| осн  | OPERATION AT THE END OF BB       |
|------|----------------------------------|
| 0011 | COMPLETION OF WAIT FOR GAME STOP |
| оон  | TIME AFTER COMPLETION OF BB      |
| 01H  | SETTLEMENT OPERATION             |
| 02H  | PLAY-OUT OPERATION               |

| _   |   |
|-----|---|
| ODH | ERROR INSTRUCTION                         |
| ООН | CANCEL ERROR STATUS                       |
| 01H | INSERTED TOKEN PASSAGE TIME ERROR         |
| 02H | INSERTED TOKEN PASSAGE CHECK ERROR        |
| 03H | GAMING TOKEN AUXILIARY STORAGE FULL ERROR |
| 04H | INSERTED TOKEN REVERSE-MOVEMENT ERROR     |
| 05H | HOPPER EMPTY ERROR                        |
| 06H | HOPPER JAM ERROR                          |
| 07H | ILLEGAL HIT ERROR                         |

| 0EH | TYPE OF PRESENTATIONS TO BE PERFORMED BY MAIN CPU    |  |
|-----|--|--|
| OL: |  |  |
|     | TYPE OF PRESENTATION                                 |  |
| b7  |  |  |
| b6  |  |  |
| b5  | ·  |  |
| b4  | BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED |  |
| ь3  | BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED |  |
| b2  | BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED |  |
| b1  | BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED |  |
| bO  | GAME START SOUND (0/1=START SOUND 1/2)               |  |

| SOUND PRESENTATION INSTRUCTION            |  |  |
|---|--|--|
| SOUND I RESENTATION INSTRUCTION           |  |  |
| REEL SPINNING DISABLE SOUND (4.1 SECONDS) |  |  |
| GENERATION-OF-BB-EXPECTATION SOUND        |  |  |
| (REEL <i>LI-ZHI</i> SOUND 1)              |  |  |
| GENERATION-OF-BB-EXPECTATION SOUND        |  |  |
| (REEL <i>LI-ZHI</i> SOUND 2)              |  |  |
| GAMING TOKEN PAYOUT SOUND 1               |  |  |
| (TRANSMITTED AT SETTLEMENT)               |  |  |
| GAMING TOKEN INSERTION SOUND 1            |  |  |
| (WHEN CREDIT IS ADDED)                    |  |  |
| SPINNING DISABLE SOUND, PAYOUT SOUND MUTE |  |  |
|   |  |  |

|            |              | DISPLAY CONTROL CODE                      |
|------------|--------------|---|
| COMMAND    | DATA         | DECORIDATION                              |
| CODE       | VALUE        | DESCRIPTION                               |
| DSP_STX    | 0D6H         | COMMAND TRANSMISSION START CODE           |
| D 00 1117  | 00411        | LIQUID CRYSTAL DISPLAY ERASURE            |
| DSP_INIT   | 001H         | (INITIALIZATION COMMAND)                  |
| DSP_DEMO   | 002H         | DEMONSTRATION DISPLAY                     |
| DSP_REEL   | 003H         | REEL SCREEN DISPLAY                       |
| DOD NOTO   | 00.411       | START SPINNING OF REELS ON NORMAL REEL    |
| DSP_NSTR   | 004H         | SCREEN                                    |
| Dep cetp   | OOEL         | START SPINNING OF                         |
| DSP_SSTR   | 005H         | INTERNALLY-NOTIFIED-STATUS REEL SCREEN    |
| DSP_NLSP   | 006H         | STOP LEFT REEL ON NORMAL REEL SCREEN      |
| DOD DEOU   |              | LI-ZHI PRESENTATION INSTRUCTION           |
| DSP_RECH   | 007H         | (STOP ON NORMAL REEL SCREEN)              |
| Den ceth   | 00011        | STOP REELS ON INTERNALLY-NOTIFIED-STATUS  |
| DSP_SSTP   | H800         | REEL SCREEN                               |
| DCD MUIT   | P_NHIT 009H  | GENERATION OF SMALL-JACKPOT COMBINATION   |
| D25-MHII   |              | ON NORMAL REEL SCREEN                     |
| Den enit   | 0044         | GENERATION OF SMALL-JACKPOT COMBINATION   |
| DSP_SHIT   | 00AH         | ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN |
| DSP_BHIT   | 00BH         | GENERATION OF BONUS                       |
| DSP_BSTG   | 00CH         | BONUS STAGE DISPLAY                       |
| DSP_RSTR   | 00DH         | START SPINNING OF REELS DURING RB         |
| DSP_JHIT   | 00EH         | JACKPOT WINNING PRESENTATION              |
| DSP_BSTR   | 00FH         | START SPINNING OF REELS DURING BB         |
| DCD DAILIT | 00100        | SMALL-JACKPOT COMBINATION WINNING IN      |
| DSP_BNHT   | 0010H        | NORMAL GAME DURING BB                     |
| DSP_BRHT   | 011H         | GENERATION OF RB DURING BB                |
| DSP_ERR    | 012H         | ERROR SCREEN DISPLAY                      |
| NORM_REEL  | 001H         | DISPLAY DESIGNATION ON NORMAL REEL SCREEN |
| FORU SEE   | DU_REEL 002H | DISPLAY DESIGNATION ON                    |
| FGDU_REEL  |              | INTERNALLY-NOTIFIED-STATUS REEL SCREEN    |

| 01h | LIQUID CRYSTAL DISPLAY MUTE (INITIALIZATION COMMAND) |
|-----|--|
|     | NONE   |

| 02h | DEMONSTRATION DISPLAY |
|-----|-----------------------|
|     | NONE                  |

| 03h              | REEL SCREEN DISPLAY                    |
|------------------|--|
| REEL SCREEN TYPE |  |
| 01h              | NORMAL REEL SCREEN                     |
| 02h              | INTERNALLY-NOTIFIED-STATUS REEL SCREEN |
|                  | DISPLAYED-SYMBOL DATA 1                |
| b7               | UNASSIGNED                             |
| ь6               | UNASSIGNED                             |
| b5               | UNASSIGNED                             |
| b4               | 0                                      |
| ь3               | LEFT DISPLAYED SYMBOL                  |
| b2               | LEFT DISPLAYED SYMBOL                  |
| b1               | LEFT DISPLAYED SYMBOL                  |
| b0               | LEFT DISPLAYED SYMBOL                  |
|                  | DISPLAYED-SYMBOL DATA 2                |
| b7               | CENTER DISPLAYED SYMBOL                |
| b6               | CENTER DISPLAYED SYMBOL                |
| b5               | CENTER DISPLAYED SYMBOL                |
| b4               | CENTER DISPLAYED SYMBOL                |
| b3               | RIGHT DISPLAYED SYMBOL                 |
| b2               | RIGHT DISPLAYED SYMBOL .               |
| b1               | RIGHT DISPLAYED SYMBOL                 |
| ьО               | . RIGHT DISPLAYED SYMBOL               |
|                  |  |

F I G. 30

|     | DISPLAYED SYMBOL |
|-----|------------------|
| 00h | 7                |
| 01h | BAR.             |
| 02h | Do               |
| 03h | CAKE             |
| 04h | COOKIE           |
| 05h | E                |
| 06h | . X              |
| 07h | Т                |
| 08h | R                |
| 09h | Α                |

F I G. 31

| 04h   | REEL SPINNING START ON NORMAL REEL SCREEN        |  |
|-------|--|--|
|       | . SIGN PRESENTATION INSTRUCTION                  |  |
| OOh   | GENERATION OF SMALL-JACKPOT COMBINATION          |  |
|       | PRESENTATION WITHOUT SIGN                        |  |
| 01h   | GENERATION OF DB OR CHERRY WITH LOW-DEGREE SIGN  |  |
| 02h   | GENERATION OF DB OR CHERRY WITH HIGH-DEGREE SIGN |  |
| 03h   | GENERATION OF DRAGON WITH LOW-DEGREE SIGN        |  |
| · 04h | GENERATION OF DRAGON WITH HIGH-DEGREE SIGN       |  |
| 05h   | GENERATION OF DIAMOND WITH LOW-DEGREE SIGN       |  |
| 06h   | GENERATION OF DIAMOND WITH HIGH-DEGREE SIGN      |  |
| 07h   | REPLAY GENERATION SIGN                           |  |
| 08h   | <i>LI-ZHI</i> PRESENTATION WITHOUT SIGN          |  |
| 09h   | <i>OSHIKURA LI-ZHI</i> SIGN .                    |  |
| OAh   | POWERBALL <i>LI-ZHI</i> SIGN                     |  |
| 0Bh   | BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> SIGN     |  |
| 0Ch   | YAH-HOO SIGN                                     |  |
| ODh   | . BB DETERMINATION (RAINBOW 7)                   |  |
| 0Eh   | RB DETERMINATION (RAINBOW, BAR)                  |  |
|       | DISPLAYED-SYMBOL DATA 1 (SAME AS ABOVE)          |  |
|       | DISPLAYED-SYMBOL DATA 2 (SAME AS ABOVE)          |  |

| 054                                     | SPINNING START ON                      |  |
|---|--|--|
| 05h                                     | INTERNALLY-NOTIFIED-STATUS REEL SCREEN |  |
| SIGN PRESENTATION INSTRUCTION           |  |  |
| (SAME AS Fig. 31, BUT FOR ONLY SMALL-JA |  |  |
|   | COMBINATION GENERATION PATTERN)        |  |
| DISPLAYED-SYMBOL PATTERN 1 (SAME AS     |  |  |
| ABOVE)                                  |  |  |
|   | DISPLAYED-SYMBOL PATTERN 2 (SAME AS    |  |
| ABOVE)                                  |  |  |
|   |  |  |

FIG. 33

| UNASSIGNED | LEFT REEL STOP ON NORMAL<br>REEL SCREEN (UNASSIGNED)          |
|------------|---|
|            | LEFT REEL STOP DISPLAYED-SYMBOL DATA (SET ON LOWER FOUR BITS) |

| STOP ON NORMAL REEL SCREEN                              |  |
|---|--|
| ( <i>LI-ZHI</i> PRESENTATION INSTRUCTION)               |  |
| LI-ZHI PRESENTATION INSTRUCTION                         |  |
| NO <i>LI-ZHI</i> PRESENTATION                           |  |
| NORMAL FAILURE  |  |
| NORMAL WINNING  |  |
| OSHIKURA FAILURE  |  |
| <i>OSHIKURA</i> WINNING                                 |  |
| BALANCING-ON-ROLLING-BALL RIGHT FAILURE                 |  |
| BALANCING-ON-ROLLING-BALL RIGHT WINNING 1               |  |
| RB UPGRADE  |  |
| BALANCING-ON-ROLLING-BALL RIGHT WINNING 2               |  |
| BALANCING-ON-ROLLING-BALL LEFT FAILURE                  |  |
| BALANCING-ON-ROLLING-BALL LEFT WINNING 1                |  |
| BB UPGRADE  |  |
| BALANCING-ON-ROLLING-BALL LEFT WINNING 2                |  |
| BALANCING-ON-ROLLING-BALL CENTER FAILURE                |  |
| BALANCING-ON-ROLLING-BALL CENTER WINNING 1              |  |
| RESERVED FOR FUTURE USE                                 |  |
| BALANCING-ON-ROLLING-BALL CENTER WINNING 2              |  |
| . POWERBALL 1 FAILURE                                   |  |
| POWERBALL 1 WINNING                                     |  |
| POWERBALL 2 FAILURE                                     |  |
| POWERBALL 2 WINNING                                     |  |
| POWERBALL 3 FAILURE                                     |  |
| POWERBALL 3 WINNING                                     |  |
| STOP SEQUENCE NUMBER/STATIONARY DISPLAYED-SYMBOL DATA 1 |  |
| STATIONARY DISPLAYED-SYMBOL DATA 2                      |  |
|   |  |

| 08h | REEL STOP ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN   |  |
|-----|---|--|
|     | STOP SEQUENCE NUMBER/STATIONARY DISPLAYED-SYMBOL DATA |  |
|     | STATIONARY DISPLAYED-SYMBOL DATA 2                    |  |

## F I'G. 36

| 09h                      | SMALL-JACKPOT COMBINATION WINNING PRESENTATION ON NORMAL REEL SCREEN |
|--------------------------|--|
|                          | SMALL-JACKPOT COMBINATION WINNING                                    |
| PRESENTATION INSTRUCTION |  |
| b7                       | DROPPED  |
| b6                       | UNASSIGNED   |
| b5                       | REPLAY WINNING   |
| b4                       | DIAMOND WINNING  |
| b3                       | DRAGON 2 WINNING   |
| b2                       | DRAGON 1 WINNING   |
| b1                       | FOUR CHERRIES WINNING  |
| b0                       | TWO CHERRIES WINNING   |
|                          | STATIONARY DISPLAYED-SYMBOL DATA 1                                   |
| •                        | STATIONARY DISPLAYED-SYMBOL DATA 2                                   |
|                          |  |

## FIG. 37

|     | <del></del>                            |  |  |
|-----|--|--|--|
|     | SMALL-JACKPOT COMBINATION WINNING      |  |  |
| 0Ah | PRESENTATION ON                        |  |  |
|     | INTERNALLY-NOTIFIED-STATUS REEL SCREEN |  |  |
|     | SMALL-JACKPOT COMBINATION INSTRUCTION  |  |  |
|     | (SAME AS IN Fig. 36)                   |  |  |
|     | STATIONARY DISPLAYED-SYMBOL DATA 1     |  |  |
|     | STATIONARY DISPLAYED-SYMBOL DATA 2     |  |  |

| 0Bh  | BONUS WINNING PRESENTATION |
|------|----------------------------|
|      | TYPE OF BONUS WINNING      |
| .01h | EXTRA                      |
| 02h  | WHITE 7                    |
| 03h  | RED 7                      |

| 0Ch | BONUS STAGE DISPLAY INSTRUCTION                   |  |
|-----|---|--|
|     | BONUS STAGE TYPE                                  |  |
| 00h | RB STAGE 1 (TRUE RB)                              |  |
| 01h | rb end (true rb)                                  |  |
| 02h | BB STAGE 1 START DISPLAY                          |  |
| 03h | BB STAGE 2 START DISPLAY (RB1 IS ENDED DURING BB) |  |
| 04h | BB STAGE 3 START DISPLAY (RB2 IS ENDED DURING BB) |  |
| 05h | BB END PRESENTATION DISPLAY 1 (NORMAL END)        |  |
| 06h | BONUS END PRESENTATION DISPLAY 2                  |  |
| UGN | (RB1 AND 2 ARE ENDED WITH FAILURES)               |  |
| 07h | BONUS END PRESENTATION DISPLAY 3                  |  |
| 0/h | (RB 3 IS ENDED WITH FAILURE)                      |  |
| 08h | BONUS END PRESENTATION DISPLAY 4                  |  |
| oon | (NORMAL GAME IS ENDED WITH FAILURE)               |  |

#### FIG. 40 .

| 0Dh | START SPINNING OF REELS DURING RB |
|-----|-----------------------------------|
|     | RB STAGE (1-3)                    |
|     | NUMBER OF RB GAMES (1-12)         |

#### F I G. 41

| OEh JACKPOT-GAME WINNING PRESENTATION |  |  |
|---------------------------------------|--|--|
|                                       | RB STAGE (1-3)                           |  |
|                                       | NUMBER OF WINNING OF JACKPOT GAMES (0-8) |  |

| 0Fh | Fh START SPINNING OF REELS DURING BB |  |  |  |
|-----|--------------------------------------|--|--|--|
|     | BB STAGE (1-3)                       |  |  |  |
|     | NUMBER OF REMAINING BB GAMES (30-1)  |  |  |  |

| 10h                                 | SMALL-JACKPOT COMBINATION WINNING     |  |  |  |
|-------------------------------------|---------------------------------------|--|--|--|
|                                     | PRESENTATION IN NORMAL GAME DURING BB |  |  |  |
| BB STAGE (1-3)                      |                                       |  |  |  |
| NUMBER OF REMAINING BB GAMES (30-1) |                                       |  |  |  |
| SMALL-JACKPOT COMBINATION WINNING   |                                       |  |  |  |
| PRESENTATION INSTRUCTION            |                                       |  |  |  |
| b7                                  | DROPPED                               |  |  |  |
| b6                                  | UNASSIGNED                            |  |  |  |
| b5                                  | REPLAY GAME WINNING                   |  |  |  |
| b4                                  | DIAMOND WINNING                       |  |  |  |
| b3                                  | DRAGON 2 WINNING                      |  |  |  |
| b2                                  | DRAGON 1 WINNING                      |  |  |  |
| b1                                  | FOUR CHERRIES WINNING                 |  |  |  |
| ьО                                  | TWO CHERRIES WINNING                  |  |  |  |

# F I G. 44

| 11h | PRESENTATION OF RB WINNING |
|-----|----------------------------|
| l   | ARISEN DURING BB           |
|     | RB STAGE (1-3)             |

| 12h | ERROR SCREEN DISPLAY                      |  |  |  |
|-----|---|--|--|--|
|     | ERROR TYPE                                |  |  |  |
| 01h | INSERTED TOKEN PASSAGE TIME ERROR         |  |  |  |
| 02h | INSERTED TOKEN PASSAGE CHECK ERROR        |  |  |  |
| 03h | GAMING TOKEN AUXILIARY STORAGE FULL ERROR |  |  |  |
| 04h | INSERTED TOKEN REVERSE-MOVEMENT ERROR     |  |  |  |
| 05h | HOPPER EMPTY ERROR                        |  |  |  |
| 06h | HOPPER JAM ERROR                          |  |  |  |
| 07h | ILLEGAL HIT ERROR                         |  |  |  |

| LABEL      | DATA  | DESCRIPTION   |  |  |
|------------|-------|---|--|--|
| DUMMY      | 0     | DUMMY DATA  |  |  |
| STBI_BITN  | 7     | BIT FOR DETECTING STROBE SIGNAL OUTPUT FROM MAIN CPU                                      |  |  |
| PDWN_BITN  | 3     | POWER DOWN DETECTION BIT  |  |  |
| NONRCP_CD  | 008H  | DESIGNATION OF LI-ZHI PRESENTATION WITHOUT SIGN   |  |  |
| YHOPRE_CD  | 00CH  | YAH-HOO SIGN PRESENTATION CODE  |  |  |
| BLNRC_CD   | 00DH  | BONUS (BB) DETERMINATION SIGN, (BALLOON <i>LI-ZHI</i> )                                   |  |  |
|            |       | PRESENTATION CODE   |  |  |
| NRMRC_CD   | 001H  | NORMAL LI-ZHI PRESENTATION CODE   |  |  |
| STSD_DMSK  | 001H  | MASK DATA FOR EXTRACTING GAME START SOUND   |  |  |
| FLSH_DMSK  | 01EH  | MASK DATA FOR EXTRACTING REEL LAMP FLASH CODE   |  |  |
| PCHG_NUM   | 10    | NUMBER OF GAMES IN WHICH STATIONARY DISPLAYED SYMBOLS ARE                                 |  |  |
|            |       | CHANGED AFTER ILLUMINATION OF WIN LAMPS   |  |  |
| RKUP_BBDT  | 1     | UPGRADE FLAG VALUE FOR BB-DETERMINATION DISPLAYED SYMBOL                                  |  |  |
| RKUP_RBDT  | 2     | UPGRADE FLAG VALUE FOR RB-DETERMINATION DISPLAYED SYMBOL                                  |  |  |
| STRL_MSK   | 007H  | MASK DATA FOR EXTRACTING STOP REELS   |  |  |
| PIC_MAX    | 009H  | MAXIMUM CODE FOR SYMBOLS TO BE DISPLAYED ON   |  |  |
|            |       | LIQUID-CRYSTAL DISPLAY  |  |  |
| CPIC_MAX   | 004H  | MAXIMUM CODE FOR CHARACTERS (FOR <i>LI-ZHI</i> PRESENTATION)                              |  |  |
|            |       | DISPLAYED ON LIQUID CRYSTAL DISPLAY   |  |  |
| BPIC_MAX   | 001H  | MAXIMUM CODE FOR BONUS-DETERMINATION DISPLAYED SYMBOL                                     |  |  |
| PIC_INIT1  | 000H  | SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY,  |  |  |
|            |       | INITIAL VALUE OF 1, LEFT-7  |  |  |
| PIC_INIT2  | 012H  | SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY,  |  |  |
| DDIO MITT  | 00011 | INITIAL VALUE OF 2, CENTER-BAR, RIGHT-DO  |  |  |
| DPIC_INIT1 | 002H  | INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 1, LEFT-DO |  |  |
| DPIC_INIT2 | 022H  | INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL.  |  |  |
| DFIC_INITZ |       | DISPLAYED-SYMBOL INITIAL VALUE OF 2, CENTER-DO AND RIGHT-DO                               |  |  |
| BBPIC1     |       | SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT                              |  |  |
|            |       | THE TIME OF GENERATION OF BB, LEFT-7  |  |  |
| BBPIC2     | 000Н  | SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT                              |  |  |
|            |       | THE TIME OF GENERATION OF BB, CENTER AND RIGHT-7  |  |  |
| RBPIC1     | 001H  | SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT                              |  |  |
|            |       | THE TIME OF GENERATION OF RB, LEFT-BAR  |  |  |
| RBPIC2     | 011H  | SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT                              |  |  |
|            |       | THE TIME OF GENERATION OF RB, CENTER AND RIGHT-BAR  |  |  |
| RBHMAX     | 3     | MAXIMUM NUMBER OF AVAILABLE RB OPERATIONS   |  |  |
| RBPMAX     | 12    | MAXIMUM NUMBER OF AVAILABLE RB GAMES  |  |  |
| BBCDMAX    | 5     | NUMBER OF REMAINING BB GAMES FOR WHICH COUNTDOWN  |  |  |
|            |       | IS STARTED  |  |  |
| RBNMSK     | 003H  | MASK DATA FOR EXTRACTING THE NUMBER OF AVAILABLE  |  |  |
|            |       | RB OPERATIONS   |  |  |
| RBPNMSK    | 03CH  | MASK DATA FOR EXTRACTING THE NUMBER OF AVAILABLE RB GAMES                                 |  |  |
| BBPNMSK    | 07CH  | MASK DATA FOR EXTRACTING THE NUMBER OF REMAINING BB GAMES                                 |  |  |
| BBPNMSK    | 07CH  | MASK DATA FOR EXTRACTING THE NUMBER OF REMAINING BB GAMES                                 |  |  |

| MDWN_TIM  | MAIN-CPU DOWN DETECTION TIME         | [ 50 ms ]             |
|-----------|--------------------------------------|-----------------------|
| RX_TOUT   | TIME OUT DURING RECEIVE SEQUENCE     | [ 10 ms ]             |
| RX_NTIM   | RECEIVE INTERVAL TIMER (i.e., RESULT | OF COMPARISON BETWEEN |
|           | TIME AND TIME COUNTED BY TIME-OUT T  | IMER) [ 2 ms ]        |
| TX_INTVAL | INTERVAL AT WHICH COMMANDS ARE       | TRANSMITTED TO LIQUID |
|           | CRYSTAL DISPLAY CPU                  | [ 10 ms ]             |

| GAMEST; [ D7 ]   | GAME STATUS: FLAG BB IN OPERATION                                       |
|------------------|---|
| GAMEST; [ D6 ]   | GAME STATUS: INTERNAL WINNING IS BEING NOTIFIED                         |
| GAMEST; [ D5 ]   | GAME STATUS: PLAY-OUT IN PROGRESS                                       |
| GAMEST; [ D4 ]   | GAME STATUS: UNASSIGNED   |
| GAMEST; [ D3 ]   | GAME STATUS: ERROR STATUS IN EFFECT                                     |
| GAMEST; [ D2 ]   | GAME STATUS: REPLAY IN PROGRESS   |
| GAMEST; [ D1 ]   | GAME STATUS: BB WINNING IS EXPECTED                                     |
| GAMEST; [ D0 ]   | GAME STATUS: RB IN OPERATION  |
| PRDC_STS; [ D7 ] | GAME STATUS: INSTRUCTION FOR EFFECTING FLAG PRESENTATION INITIALIZATION |
| PRDC_STS; [ D6 ] | GAME STATUS: INITIALIZATION COMMAND REFUSE STATUS                       |
| PRDC_STS; [ D5 ] | GAME STATUS: SEQUENCE CONTROL IN OPERATION                              |
| PRDC_STS; [ D4 ] | GAME STATUS: TRANSMISSION COMMAND EDITED                                |
| PRDC_STS; [ D3 ] | GAME STATUS: ANALYSIS OF RECEIVED COMMAND IN PROGRESS                   |
| PRDC_STS; [ D2 ] | GAME STATUS: LI-ZHI PRESENTATION IN OPERATION                           |
| PRDC_STS; [ D1 ] | GAME STATUS: REEL SCREEN TYPE  0/1 = NORMAL/INTERNALLY-NOTIFIED         |
| PRDC_STS; [ D0 ] | GAME STATUS: DEMONSTRATION DISPLAY IN PROGRESS                          |
| WAVEBIT; [ D7 ]  | BB  |
| WAVEBIT; [ D6 ]  | RB RED 7 ALONG WITH D7 IN CONNECTION WITH WINNING TYPE                  |
| WAVEBIT; [ D5 ]  | REPLAY OR RB DURING BB  |
| WAVEBIT; [ D4 ]  | DIAMOND   |
| WAVEBIT; [ D3 ]  | DRAGON 2  |
| WAVEBIT; [ D2 ]  | DRAGON 1  |
| WAVEBIT; [ D1 ]  | FOUR CHERRIES   |
| WAVEBIT; [ D0 ]  | TWO CHERRIES  |
|                  |   |

| WORK AREA |                    |   |  |
|-----------|--------------------|---|--|
| LABEL     | AVAILABLE LOCATION | 1 DESCRIPTION   |  |
| GAMEST    | 1                  | GAME STATUS   |  |
| PRDC_STS  | 1                  | PRESENTATION STATUS FLAG  |  |
| FPLY_CHK  | . 1                | INTER-BONUS FLAG CHECK DATA   |  |
| WPLY_CNT  | 1                  | COUNTER FOR COUNTING THE NUMBER OF GAMES AFTER ILLUMINATION OF WIN LAMPS (FOR CHANGING DISPLAYED SYMBOLS) |  |
| RNKUP_FLG | 1                  | DISPLAYED-SYMBOL UPGRADE FLAG (FOR CHANGING DISPLAYED SYMBOLS)  |  |
| MEDLCTR   | 1                  | TOKEN COUNTER   |  |
| WAVEBIT   | 1                  | GENERATED FLAG  |  |
| STOPCTR   | 1                  | REEL STOP COUNTER   |  |
| BBPCTR    | . 1                | NUMBER OF REMAINING BB GAMES  |  |
| JACGAME   | 1                  | NUMBER OF AVAILABLE RB GAMES  |  |
| BNS_STGN  | 1 '                | BONUS STAGE (SHARED BETWEEN BB AND RB)  |  |
| PRSELFLG  | 1                  | SELECTION-OF-PRESENTATION-BEING-PERFORMED FLAG (NORMAL GAME START COMMAND RECEIVE FLAG)                   |  |
| PRE_CLS   | 1                  | SIGN PRESENTATION TYPE  |  |
| RECH_CLS  | 1                  | LI-ZHI PRESENTATION TYPE  |  |
| BSND_BK   | 2                  | BONUS SOUND BACKUP AREA   |  |
| SND_BAK   | 3                  | SOUND BACKUP AREA   |  |
| RECONT    | 1                  | NUMBER OF RECEIVED DATA SETS  |  |
| RXWPTR    | 1                  | RECEIVED DATA WRITE INDEX   |  |
| RXRPTR    | 1                  | RECEIVED DATA READ INDEX  |  |
| PINIEND   | 2                  | FINAL ADDRESS FOR CLEARING BACKUP DATA  |  |
| RXBUFF    | 8*2                | RECEIVED DATA LOCATION  |  |

| LABEL LOCATION STP_PIC1 1 STATIONARY DISPLAYED-SYMBOL DATA 1 STP_PIC2 1 STATIONARY DISPLAYED-SYMBOL DATA 2 DSP_PIC1 1 DISPLAYED SYMBOL DATA 2 DSP_PIC1 1 DISPLAYED SYMBOL DATA 2 SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 AND FOR BACKUP  TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND BUFFER RCVCMDL 1 RECEIVED COMMAND BUFFER RCVCMDL 1 TRANSMISSION COMMAND BUFFER RCVCMDL 1 CONTROL OUTPUT PORT BACKUP RCVCMDL 1 MAIN-CPU-DOWN-MONITORING TIMER RCX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER RCX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER RCX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER RCX_TIMER 1 RECEIVED-SYMBOL SAVE AREA RCEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RCEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RCEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  PRIORITIZED-SINGLE-SOUND-GENE |             |              | WORK AREA                                     |
|--|-------------|--------------|---|
| STP_PICI 1 STATIONARY DISPLAYED-SYMBOL DATA 1  STP_PIC2 1 STATIONARY DISPLAYED-SYMBOL DATA 2  DSP_PIC1 1 DISPLAYED SYMBOL DATA 2  DSP_PIC1 1 DISPLAYED SYMBOL DATA 2  DSP_PIC2 1 DISPLAYED SYMBOL DATA 2  SQPTBBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER  TXBUFWK 7 AND FOR BACKUP  TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP  TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN  DISPLAY COMMAND  LST_ROMD 2 FINALLY-RECEIVED COMMAND  ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE  ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE  BKCK_DAT 1 BACKUP DATA CHECK CODE  RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA  RCVCMDH 1 RECEIVED COMMAND, LOWER BYTE  RCVGMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVGMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVBCC 1 ERROR DETECTION CODE  RERR_CNT 1 RECEIVE ERROR COUNTER  PRSOPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSOPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSOPTR 2 PRESENTATION-SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COUNTER  TX_PHASE 1 TRANSMISSION COUNTER  TX_BUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  TX_BUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  SELBAND 4 SAVE AREA  PLAY_NUM 4  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA  | AVAII ARI E |              | DESCRIPTION                                   |
| STP_PIC2 1 STATIONARY DISPLAYED-SYMBOL DATA 2 DSP_PIC1 1 DISPLAYED SYMBOL DATA 1 DSP_PIC2 1 DISPLAYED SYMBOL DATA 1 DSP_PIC2 1 DISPLAYED SYMBOL DATA 2 SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP AND FOR BACKUP AND FOR BACKUP TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDL 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE BROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER TXBPFTR 2 TRANSMISSION COUNTER TXBPFTR 2 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER TX DUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 1 TRANSMISSION MANAGEMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER |             |              |   |
| DSP_PIC1 1 DISPLAYED SYMBOL DATA 1 DSP_PIC2 1 DISPLAYED SYMBOL DATA 2 SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 AND FOR BACKUP  TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND  LST_RCMD 2 FINALLY-RECEIVED COMMAND ALOMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDL 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSOPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSOPTB 2 PRESENTATION-SEQUENCE-ACCESS POINTER TX_PHASE 1 TRANSMISSION COUNTER TX_PHASE 1 TRANSMISSION COUNTER TX_BASE 1 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 PRIORITIZED-SYMBOL SAVE AREA  PLAY_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  PICORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   | :           | <del></del>  |   |
| DSP_PIG2 1 DISPLAYED SYMBOL DATA 2 SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 AND FOR BACKUP  TXERRWK 3 DIFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP  TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND  LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SCQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE BROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER TXPHASE 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER PRSTIMER 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 2 PRESENTATION-SCOULDE-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RECEIVED-SYMBOL SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   |             | 1            |   |
| TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP  TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND  LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER TXPHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTIING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TTANSMISSION MANAGEMENT TIMER TTANSMISSION MANAGEMENT TIMER TTANSMISSION MANAGEMENT TIMER TTANSMISSION MANAGEMENT TIMER TRANSMISSION MANAGEMEN | <del></del> |              | DISPLAYED SYMBOL DATA 1                       |
| TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP  DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND  LST_RCMD 2 FINALLY-RECEIVED COMMAND  ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BACKUP DATA CHECK CODE  RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA  RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE  RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVBCC 1 ERROR DETECTION CODE  RERR_CNT 1 RECEIVE ERROR COUNTER  PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP  TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COMMAND-BUFFER-ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS  SAVE AREA   | DSP_PIC2    | <b> </b>     |   |
| TXBUFWK 7  AND FOR BACKUP  DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND  LST_RCMD 2  FINALLY-RECEIVED COMMAND  ALCMD_HI 1  COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE  ALCMD_LO 1  COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE  BKCK_DAT 1  BACKUP DATA CHECK CODE  RX_PHASE 1  RCVCMDH 1  RECEIVE SEQUENCE MANAGEMENT DATA  RCVCMDH 1  RCVCMDL 1  RECEIVED COMMAND, HIGHER BYTE  RCVBCC 1  RERROR DETECTION CODE  RERR_CNT 1  PRSQPTR 2  PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2  PRESENTATION-SEQUENCE MANAGEMENT DATA  TXDATCNT 1  TRANSMISSION COUNTER  TXBFFTR 2  TRANSMISSION COUNTER  TXBUFF 7  TRANSMISSION COMMAND BUFFER-ACCESS POINTER  XOUTO 1  CONTROL OUTPUT PORT BACKUP  SELRAND 2  RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2  PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  M_WATCH 1  MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1  RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1  MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1  TRANSMISSION MANAGEMENT TIMER  TRANSMISSION MANAGEMENT TIMER  TX_TIMER 1  DEMEDATA 1  DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2  SOUND RAM AREA, HEAD  PLAY_NUM 4  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA  | SQPTRBK     | 2            |   |
| TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND  LST_RCMD 2 FINALLY-RECEIVED COMMAND  ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, LIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVE COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE RROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXBFFTR 2 TRANSMISSION COUNTER TXBFFTR 2 TRANSMISSION COUNTER TXBFFTR 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA  SREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  PLAY_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | TXBLIEWK    | 7            | BUFFER FOR EDITING TRANSMISSION COMMAND       |
| TXERRWK 3 DISPLAY COMMAND  LST_RCMD 2 FINALLY-RECEIVED COMMAND  ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE  ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE  BKCK_DAT 1 BACKUP DATA CHECK CODE  RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA  RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE  RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVBCC 1 ERROR DETECTION CODE  RERR_CNT 1 RECEIVE ERROR COUNTER  PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COUNTER  TXBFFTR 2 TRANSMISSION COMMAND BUFFER-ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SEEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SOWORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA  |             |              |   |
| LST_RCMD 2 FINALLY-RECEIVED COMMAND  ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE  ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE  BKCK_DAT 1 BACKUP DATA CHECK CODE  RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA  RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE  RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVBCC 1 ERROR DETECTION CODE  RERR_CNT 1 RECEIVE ERROR COUNTER  PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXBFPTR 2 TRANSMISSION COUNTER  TXBFPTR 2 TRANSMISSION COUNTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA   | TXERRWK     | 3            |   |
| ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCYCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCYCMDL 1 RECEIVED COMMAND, LOWER BYTE RCYCMDL 1 RECEIVED COMMAND, LOWER BYTE RCYCMDL 1 RECEIVED COMMAND, LOWER BYTE RCYCMDL 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TRANSMISSION MANAGEMENT TIMER (TRANSMISSION MANAGEMENT TIMER (TRANSMISSION MANAGEMENT TIMER (TRANSMISSION MANAGEMENT TIMER TRANSMISSION MANAGEMENT TIMER (TRANSMISSION MANAGEMENT |             |              |   |
| ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE  RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA  RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE  RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVBCC 1 ERROR DETECTION CODE  RERR_CNT 1 RECEIVE ERROR COUNTER  PRSQTTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA  TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COUNTER  TXBFFTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-STATUS  SAVE AREA  | <del></del> | <del></del>  |   |
| BKCK_DAT 1 BACKUP DATA CHECK CODE  RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA  RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE  RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVBCC 1 ERROR DETECTION CODE   RERR_CNT 1 RECEIVE ERROR COUNTER  PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP  TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COUNTER  TXBUFF 7 TRANSMISSION COMMAND-BUFFER-ACCESS POINTER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  TX_TIMER 1 RECEIVED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS  SAVE AREA   |             | <del> </del> |   |
| RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE .  RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TRANSMISSION TOMANAGEMENT TIMER TRANSMISSION TOMANAGEMENT TIMER TRANSMISSION TOMANAGEMENT TIMER TRANSMISSION TOMANAGEMENT TIMER TRANSMISMINT TOMANAGEMENT TIMER TOMANAGEMENT TOMANAGE |             | 1            |   |
| RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  | BKCK_DAT    | 1            |   |
| RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE  RCVBCC 1 ERROR DETECTION CODE  RERR_CNT 1 RECEIVE ERROR COUNTER  PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP  TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COUNTER  TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  TX_TIMER 1 TRANSMISSION TABLE MUMBER  TX_TIMER 1 TRANSMISSION TABLE MANAGEMENT  TX_TIMER 1 TRANSMISSION TABLE MUMBER  TX_TIMER 1 TRAN |             | 1            |   |
| RCVBCC 1 ERROR DETECTION CODE  RERR_CNT 1 RECEIVE ERROR COUNTER  PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP  TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COUNTER  TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA   | RCVCMDH     | 1            | RECEIVED COMMAND, HIGHER BYTE                 |
| RERR_CNT 1 RECEIVE ERROR COUNTER  PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER  PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP  TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COUNTER  TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS  SAVE AREA  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA  | RCVCMDL     | 1            | · · · · · · · · · · · · · · · · · · ·         |
| PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER  TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | RCVBCC      | 1            | ERROR DETECTION CODE *                        |
| PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER  TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | RERR_CNT    | 1 1          | RECEIVE ERROR COUNTER                         |
| TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA  TXDATCNT 1 TRANSMISSION COUNTER  TXBFPTR 2 TRANSMISSION—COMMAND—BUFFER—ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION—SEQUENCE—TIMING—ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED—TIMEOUT—MEASUREMENT TIMER  M_WATCH 1 MAIN—CPU—DOWN—MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED—SYMBOL SAVE AREA  SREEL_BK 1 CENTER DISPLAYED—SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED—SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION—EFFECTIVE—SOUND—GENERATION—STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED—SINGLE—SOUND—GENERATION—STATUS SAVE AREA  | PRSQPTR     | 2            | PRESENTATION-SEQUENCE-ACCESS POINTER          |
| TXDATCNT 1 TRANSMISSION COUNTER  TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   | PRSQTBK     | · 2          | PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP   |
| TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER  TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | TX_PHASE    | 1            | TRANSMISSION SEQUENCE MANAGEMENT DATA         |
| TXBUFF 7 TRANSMISSION COMMAND BUFFER  XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS  SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA  | TXDATCNT    | 1            | TRANSMISSION COUNTER                          |
| XOUTO 1 CONTROL OUTPUT PORT BACKUP  SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION  PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER  RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER  (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS  SAVE AREA  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS  SAVE AREA  | TXBFPTR     | 2            | TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER    |
| SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | TXBUFF      | 7            | TRANSMISSION COMMAND BUFFER                   |
| PR_TIMER  RX_TIMER  RX_TIMER  RX_TIMER  PRECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH  TX_TIMER  TX_TIMER  DEMEDATA  DISPLAYED-SYMBOL SELECTION TABLE NUMBER  RREEL_BK  RREEL_BK  RREEL_BK  RREEL_BK  RREEL_BK  RREEL_BK  RREEL_BK  RREEL_BK  PLAY_NUM  PLAY_NUM  PLAY_NUM  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | XOUT0       | 1            | CONTROL OUTPUT PORT BACKUP                    |
| RX_TIMER  1 RECEIVED-TIMEOUT-MEASUREMENT TIMER  M_WATCH  1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER  1 TRANSMISSION MANAGEMENT TIMER  (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA  1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK  1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK  1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK  2 SOUND RAM AREA, HEAD  PLAY_NUM  4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM  4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   | SELRAND     | 2            | RANDOM NUMBER FOR SELECTING PRESENTATION      |
| M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER  TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | PR_TIMER    | 2            | PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER |
| TX_TIMER  1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   | RX_TIMER    | 1            | RECEIVED-TIMEOUT-MEASUREMENT TIMER            |
| TX_TIMER 1 (TRANSMISSION INTERVAL MEASUREMENT)  DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | M_WATCH     | 1            | MAIN-CPU-DOWN-MONITORING TIMER                |
| DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER  SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | TV TIMED    |              | TRANSMISSION MANAGEMENT TIMER                 |
| SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA  RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | IX_IIMER    | 1            | (TRANSMISSION INTERVAL MEASUREMENT)           |
| RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA  SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA  | DEMEDATA    | 1            | DISPLAYED-SYMBOL SELECTION TABLE NUMBER       |
| SD_WORK 2 SOUND RAM AREA, HEAD  PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   | SREEL_BK    | 1            | CENTER DISPLAYED-SYMBOL SAVE AREA             |
| PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   | RREEL_BK    | 1            | RIGHT DISPLAYED-SYMBOL SAVE AREA              |
| PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   | SD_WORK     | 2            | SOUND RAM AREA, HEAD                          |
| PLAY_NUM 4 SAVE AREA  HIT_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA   |             |              | RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS |
| HIT_NUM 4 SAVE AREA  | PLAY_NUM    |              | SAVE AREA                                     |
| HIT_NUM 4 SAVE AREA  |             |              | PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS    |
|  | HIT_NUM     | 4            |   |
|  | DROP_CHK    | 1            | DROPPED FLAG                                  |

#### SEQUENCE CONTROL TABLE

| BALLOON <i>LI-ZHI</i> (REGULAR BONUS DETERMINATION PRESENTATION)                    |
|---|
| BALLOON <i>LI-ZHI</i> (BIG BONUS DETERMINATION PRESENTATION)                        |
| NORMAL <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE                              |
| NORMAL <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE                              |
| OSHIKURA LI-ZHI, FAILURE, SEQUENCE CONTROL TABLE                                    |
| OSHIKURA LI-ZHI, WINNING, SEQUENCE CONTROL TABLE                                    |
| BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , RIGHT FAILURE, SEQUENCE CONTROL TABLE     |
| BALANCING-ON-ROLLING-BALL LI-ZHI, RIGHT WINNING 1, SEQUENCE CONTROL TABLE           |
| BALANCING-ON-ROLLING-BALL LI-ZHI, RIGHT WINNING 2, SEQUENCE CONTROL TABLE           |
| BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , LEFT FAILURE, SEQUENCE CONTROL TABLE      |
| BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , LEFT WINNING 1, SEQUENCE CONTROL TABLE    |
| BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , LEFT WINNING 2, SEQUENCE CONTROL TABLE    |
| BALANCING-ON-ROLLING-BALL LI-ZHI, CENTER FAILURE, SEQUENCE CONTROL TABLE            |
| BALANCING-ON-ROLLING-BALL, <i>LI-ZHI</i> , CENTER WINNING 1, SEQUENCE CONTROL TABLE |
| BALANCING-ON-ROLLING-BALL, <i>LI-ZHI</i> , CENTER WINNING 2, SEQUENCE CONTROL TABLE |
| POWERBALL 1, <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE                        |
| POWERBALL 1, LI-ZHI, WINNING, SEQUENCE CONTROL TABLE                                |
| POWERBALL 2, <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE                        |
| POWERBALL 2, <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE                        |
| POWERBALL 3, <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE                        |
| POWERBALL 3, <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE                        |
| RB STAGES 1 AND 2, GAME, SEQUENCE CONTROL TABLE                                     |
| RB STAGE 3, GAME, SEQUENCE CONTROL TABLE  |
| RB STAGES 1 AND 2, FAILURE OF JACKPOT, SEQUENCE CONTROL TABLE                       |
| RB STAGES 1 AND 2, WINNING OF JACKPOT, SEQUENCE CONTROL TABLE                       |
| RB STAGE 3, GAME, FAILURE OF JACKPOT, SEQUENCE CONTROL TABLE                        |
| RB STAGE 3, GAME, WINNING OF JACKPOT, SEQUENCE CONTROL TABLE                        |
| RB STAGE 3, EIGHT WINNINGS OF JACKPOT COMPLETED, SEQUENCE CONTROL TABLE             |
| RB STAGE 3, JACKPOT ENDED WITH PUNCTURES (FAILURES), SEQUENCE CONTROL TABLE         |
| RB STAGE 3, JACKPOT ENDED WITH WINNING PUNCTURES (FAILURES), SEQUENCE CONTROL TABLE |
| RB TERMINATION, SEQUENCE CONTROL TABLE  |
| BB1,-STAGE 2, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE |
| BB2, STAGE 2, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE |
| COMMON TO BB1 AND BB2, STAGE 3, START   |
| (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE                     |
| BB TERMINATION 1 (EIGHT WINNINGS IN RB3), SEQUENCE CONTROL TABLE                    |
| BB TERMINATION 2 [PUNCTURES (FAILURES) IN RB 1 AND RB 2], SEQUENCE CONTROL TABLE    |
| BB TERMINATION 3 [PUNCTURES (FAILURES) IN RB 3], SEQUENCE CONTROL TABLE             |
| BB TERMINATION 4 [PUNCTURES (FAILURES) IN NORMAL GAME], SEQUENCE CONTROL TABLE      |
| <u> </u>  |

| 1 BYTE                      |   |  |  |  |
|-----------------------------|---|--|--|--|
| b7                          | ALARM SOUND (ERR_SW)                        |  |  |  |
| b6                          | RESTORATION-EFFECTIVE SOUND (BGM_SW)        |  |  |  |
| b5                          | PRIORITIZED SINGLE SOUND (HIT_SW)           |  |  |  |
| b4                          | TERMINATION SOUND (END_SW)                  |  |  |  |
| b3                          | RESERVED FOR FUTURE USE                     |  |  |  |
| b2                          | CONTINUOUS SOUND SW (END_SW)                |  |  |  |
| b1                          | SETTING OF CHANNELS TO BE USED (CHI TO CHI) |  |  |  |
| b0                          | SETTING OF CHANNELS TO BE USED (CH1 TO CH4) |  |  |  |
|                             | 2 BYTE                                      |  |  |  |
|                             | REPLAY LEVEL (0 TO127)                      |  |  |  |
| 3 ВҮТЕ                      |   |  |  |  |
| PAN-POT SETTINGS (0 TO 127) |   |  |  |  |
| 4 BYTE                      |   |  |  |  |
| PHRASE NUMBER (0 TO 127)    |   |  |  |  |

| · · · · · · · · · · · · · · · · · · · |  |  |  |  |
|---------------------------------------|--|--|--|--|
| POWERBALL 3 <i>LI-ZHI</i> FAILURE     |  |  |  |  |
| NO SOUND (AWAIT SOUND OUTPUT)         |  |  |  |  |
| 650ms                                 |  |  |  |  |
| SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND |  |  |  |  |
| 167ms                                 |  |  |  |  |
| Do! EMERGENCE SOUND OUTPUT            |  |  |  |  |
| 1100ms                                |  |  |  |  |
| POWER BALL STRAINING SOUND 1          |  |  |  |  |
| 1683ms                                |  |  |  |  |
| POWERBALL ASCENDING SOUND             |  |  |  |  |
| 933ms                                 |  |  |  |  |
| POWERBALL ASCENDING SOUND             |  |  |  |  |
| 917ms                                 |  |  |  |  |
| POWERBALL ASCENDING SOUND             |  |  |  |  |
| 367ms                                 |  |  |  |  |
| POWERBALL STRAINING SOUND MUTE        |  |  |  |  |
| 700ms                                 |  |  |  |  |
| TARGET LOCK SOUND                     |  |  |  |  |
| 933ms                                 |  |  |  |  |
| POWERBALL THROWING SOUND              |  |  |  |  |
| 350ms                                 |  |  |  |  |
| POWERBALL EXPLOSION SOUND             |  |  |  |  |
| 150ms                                 |  |  |  |  |
| POWERBALL EXPLOSION SOUND             |  |  |  |  |
| 167ms                                 |  |  |  |  |
| POWERBALL EXPLOSION SOUND             |  |  |  |  |
| 1167ms                                |  |  |  |  |
| SITTING-DOWN SOUND                    |  |  |  |  |
| . NO WAIT                             |  |  |  |  |
| END CODE                              |  |  |  |  |
|                                       |  |  |  |  |

| POWERBALL 3 LI-ZHI WINNING  NO SOUND (AWAIT SOUND OUTPUT) 650ms  SUPER LI-ZHI ADVANCEMENT SOUND 167ms  Do! EMERGENCE SOUND OUTPUT 1100ms  POWER BALL STRAINING SOUND 1 1883ms  POWERBALL ASCENDING SOUND 933ms  POWERBALL ASCENDING SOUND 917ms  POWERBALL ASCENDING SOUND 367ms  POWERBALL STRAINING SOUND MUTE 700ms  TARGET LOCK SOUND 933ms  POWERBALL TRAINING SOUND 933ms  POWERBALL THROWING SOUND 150ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2090ms  JUMP SOUND 299ms  LUCKY SOUND 388ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND NO WAIT END CODE |   |
|---|---|
| SUPER LI-ZHI ADVANCEMENT SOUND 167ms  Do! EMERGENCE SOUND OUTPUT 1100ms  POWER BALL STRAINING SOUND 1 1683ms  POWERBALL ASCENDING SOUND 933ms  POWERBALL ASCENDING SOUND 917ms  POWERBALL ASCENDING SOUND 367ms  POWERBALL STRAINING SOUND MUTE 700ms  TARGET LOCK SOUND 933ms  POWERBALL THROWING SOUND 150ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms  LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND 567  | POWERBALL 3 <i>LI-ZHI</i> WINNING       |
| SUPER LI-ZHI ADVANCEMENT SOUND 167ms  Do! EMERGENCE SOUND OUTPUT 1100ms  POWER BALL STRAINING SOUND 1 1683ms  POWERBALL ASCENDING SOUND 933ms  POWERBALL ASCENDING SOUND 917ms  POWERBALL ASCENDING SOUND 367ms  POWERBALL STRAINING SOUND MUTE 700ms  TARGET LOCK SOUND 933ms  POWERBALL THROWING SOUND 350ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND  | NO SOUND (AWAIT SOUND OUTPUT)           |
| Do! EMERGENCE SOUND OUTPUT 1100ms POWER BALL STRAINING SOUND 1 1683ms POWERBALL ASCENDING SOUND 933ms POWERBALL ASCENDING SOUND 917ms POWERBALL ASCENDING SOUND 367ms POWERBALL STRAINING SOUND MUTE 700ms TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND  | 650ms                                   |
| Do! EMERGENCE SOUND OUTPUT 1100ms POWER BALL STRAINING SOUND 1 1683ms POWERBALL ASCENDING SOUND 933ms POWERBALL ASCENDING SOUND 917ms POWERBALL ASCENDING SOUND 367ms POWERBALL STRAINING SOUND MUTE 700ms TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND   | SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND   |
| 1100ms POWER BALL STRAINING SOUND 1 1683ms POWERBALL ASCENDING SOUND 933ms POWERBALL ASCENDING SOUND 917ms POWERBALL ASCENDING SOUND 367ms POWERBALL STRAINING SOUND MUTE 700ms TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND  | · 167ms                                 |
| POWER BALL STRAINING SOUND 1 1683ms POWERBALL ASCENDING SOUND 933ms POWERBALL ASCENDING SOUND 917ms POWERBALL ASCENDING SOUND 367ms POWERBALL STRAINING SOUND MUTE 700ms TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND  | Do! EMERGENCE SOUND OUTPUT              |
| 1683ms POWERBALL ASCENDING SOUND 933ms POWERBALL ASCENDING SOUND 917ms POWERBALL ASCENDING SOUND 367ms POWERBALL STRAINING SOUND MUTE 700ms TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND   | 1100ms                                  |
| POWERBALL ASCENDING SOUND 933ms  POWERBALL ASCENDING SOUND 917ms  POWERBALL ASCENDING SOUND 367ms  POWERBALL STRAINING SOUND MUTE 700ms  TARGET LOCK SOUND 933ms  POWERBALL THROWING SOUND 350ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms  JUMP SOUND 299ms  LUCKY SOUND 388ms JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND 567  JUMP SOUND 567  JUMP SOUND 567  | POWER BALL STRAINING SOUND 1            |
| 933ms POWERBALL ASCENDING SOUND 917ms POWERBALL ASCENDING SOUND 367ms POWERBALL STRAINING SOUND MUTE 700ms TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567   | 1683ms                                  |
| POWERBALL ASCENDING SOUND 917ms  POWERBALL ASCENDING SOUND 367ms  POWERBALL STRAINING SOUND MUTE 700ms  TARGET LOCK SOUND 933ms  POWERBALL THROWING SOUND 350ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms  JUMP SOUND 299ms  LUCKY SOUND 388ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND 567  JUMP SOUND 567  | POWERBALL ASCENDING SOUND               |
| 917ms POWERBALL ASCENDING SOUND 367ms POWERBALL STRAINING SOUND MUTE 700ms TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND  | 933ms                                   |
| POWERBALL ASCENDING SOUND 367ms  POWERBALL STRAINING SOUND MUTE 700ms  TARGET LOCK SOUND 933ms  POWERBALL THROWING SOUND 350ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms  JUMP SOUND 299ms  LUCKY SOUND 388ms JUMP SOUND 567ms  JUMP SOUND 567  | POWERBALL ASCENDING SOUND               |
| 367ms POWERBALL STRAINING SOUND MUTE 700ms TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND 567   | 917ms                                   |
| POWERBALL STRAINING SOUND MUTE 700ms  TARGET LOCK SOUND 933ms  POWERBALL THROWING SOUND 350ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms  JUMP SOUND 299ms  LUCKY SOUND 388ms JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567   | POWERBALL ASCENDING SOUND               |
| TARGET LOCK SOUND 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND  | 367ms                                   |
| TARGET LOCK SOUND 933ms  POWERBALL THROWING SOUND 350ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms  JUMP SOUND 299ms  LUCKY SOUND 388ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND 567  JUMP SOUND  | POWERBALL STRAINING SOUND MUTE          |
| 933ms POWERBALL THROWING SOUND 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 ms JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND 567  |   |
| POWERBALL THROWING SOUND 350ms  POWERBALL EXPLOSION SOUND 150ms  POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms  JUMP SOUND 299ms  LUCKY SOUND 388ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND 567  JUMP SOUND 567  JUMP SOUND 567   |   |
| 350ms POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND 567 JUMP SOUND   |   |
| POWERBALL EXPLOSION SOUND 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 ms JUMP SOUND 567  |   |
| 150ms POWERBALL EXPLOSION SOUND 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 ms JUMP SOUND 567 ms JUMP SOUND 567 ms JUMP SOUND 567 ms   |   |
| POWERBALL EXPLOSION SOUND 167ms  POWERBALL EXPLOSION SOUND 2000ms  JUMP SOUND 299ms  LUCKY SOUND 388ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567 JUMP SOUND NO WAIT   |   |
| 167ms POWERBALL EXPLOSION SOUND 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND NO WAIT  |   |
| POWERBALL EXPLOSION SOUND 2000ms  JUMP SOUND 299ms  LUCKY SOUND 388ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND 567  JUMP SOUND 507  JUMP SOUND 507  JUMP SOUND 507   |   |
| 2000ms JUMP SOUND 299ms LUCKY SOUND 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 ms JUMP SOUND 567 JUMP SOUND NO WAIT  |   |
| JUMP SOUND 299ms  LUCKY SOUND 388ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND 507   | •                                       |
| 299ms  LUCKY SOUND  388ms  JUMP SOUND  567ms  JUMP SOUND  567ms  JUMP SOUND  567ms  JUMP SOUND  567  JUMP SOUND  NO WAIT  |   |
| LUCKY SOUND 388ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND 507   |   |
| 388ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND 507 JUMP SOUND   |   |
| JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND NO WAIT  | i e e e e e e e e e e e e e e e e e e e |
| 567ms JUMP SOUND 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND NO WAIT   |   |
| JUMP SOUND 567ms  JUMP SOUND 567ms  JUMP SOUND 567  JUMP SOUND NO WAIT  |   |
| 567ms JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND NO WAIT  |   |
| JUMP SOUND 567ms JUMP SOUND 567 JUMP SOUND NO WAIT  |   |
| 567ms JUMP SOUND 567 JUMP SOUND NO WAIT   |   |
| JUMP SOUND<br>567<br>JUMP SOUND<br>NO WAIT  |   |
| 567<br>JUMP SOUND<br>NO WAIT  |   |
| JUMP SOUND<br>NO WAIT   |   |
| NO WAIT   |   |
|   |   |
| END CODE  |   |
|   | END CODE                                |

| RB STAGE 3, TERMINATION OF EIGHT WINNINGS OF JACKPOT |         |  |  |
|--|---------|--|--|
| POWERBALL STRAINING SOUND MUTE                       | NO WAIT |  |  |
| POWERBALL THROWING SOUND                             | 233ms   |  |  |
| · POWERBALL EXPLOSION SOUND                          | NO WAIT |  |  |
| POWERBALL THROWING SOUND                             | 500ms   |  |  |
| POWERBALL EXPLOSION SOUND                            | 2850ms  |  |  |
| EXPLOSION SOUND                                      | 183ms   |  |  |
| EXPLOSION SOUND                                      | 283ms   |  |  |
| EXPLOSION SOUND .                                    | 33ms    |  |  |
| EXPLOSION SOUND                                      | 117ms   |  |  |
| EXPLOSION SOUND                                      | 83ms    |  |  |
| EXPLOSION SOUND                                      | 83ms    |  |  |
| EXPLOSION SOUND                                      | 33ms    |  |  |
| EXPLOSION SOUND                                      | 767ms   |  |  |
| EXPLOSION SOUND                                      | 67ms    |  |  |
| EXPLOSION SOUND                                      | NO WAIT |  |  |
| JUMP .   | 83ms    |  |  |
| EXPLOSION SOUND                                      | NO WAIT |  |  |
| TOKEN PAYOUT 2                                       | 467ms   |  |  |
| JUMP   | 567ms   |  |  |
| JUMP   | 567ms   |  |  |
| JUMP   | 567ms   |  |  |
| JUMP   | 2000ms  |  |  |
| END-WITH-PUNCTURES (FAILURE) SOUND                   | 625ms   |  |  |
| BB TERMINATION SOUND                                 | 4669ms  |  |  |
| END CODE   |         |  |  |
|  |         |  |  |

| RB STAGE 3, JACKPOT FAILURE WITH PUNCTURES (FAILURES) |  |  |  |  |  |
|---|--|--|--|--|--|
| POWERBALL STRAINING SOUND MUTE                        |  |  |  |  |  |
| NO WAIT   |  |  |  |  |  |
| DRAGON FIRE   |  |  |  |  |  |
| 1367ms  |  |  |  |  |  |
| SITTING-DOWN SOUND                                    |  |  |  |  |  |
| 1350ms  |  |  |  |  |  |
| DRAGON FIRE   |  |  |  |  |  |
| 1500ms  |  |  |  |  |  |
| Do! RAISED TO THE SKY                                 |  |  |  |  |  |
| - 100ms   |  |  |  |  |  |
| DRAGON'S LAUGHS                                       |  |  |  |  |  |
| 2000ms  |  |  |  |  |  |
| BB TERMINATION SOUND                                  |  |  |  |  |  |
| 4669ms  |  |  |  |  |  |
| END CODE  |  |  |  |  |  |

| RB STAGE 3, JACKPOT WINNING ENDED WITH PUNCTURES (FAILURES) |  |  |  |  |  |
|---|--|--|--|--|--|
| POWERBALL STRAINING SOUND MUTE                              |  |  |  |  |  |
| NO WAIT   |  |  |  |  |  |
| POWERBALL THROWING SOUND                                    |  |  |  |  |  |
| 233ms   |  |  |  |  |  |
| POWERBALL EXPLOSION SOUND                                   |  |  |  |  |  |
| NO WAIT   |  |  |  |  |  |
| POWERBALL THROWING SOUND                                    |  |  |  |  |  |
| 500ms   |  |  |  |  |  |
| POWERBALL EXPLOSION SOUND                                   |  |  |  |  |  |
| 2667ms  |  |  |  |  |  |
| DRAGON FIRE   |  |  |  |  |  |
| 1500ms  |  |  |  |  |  |
| Do! RAISED TO THE SKY                                       |  |  |  |  |  |
| 100ms   |  |  |  |  |  |
| DRAGON'S LAUGHS   |  |  |  |  |  |
| 2000ms  |  |  |  |  |  |
| BB TERMINATION SOUND  |  |  |  |  |  |
| 4669ms  |  |  |  |  |  |
| END CODE  |  |  |  |  |  |

#### SOUND OUTPUT REQUEST CONTROL CODE

| NONSD     | 0    | PRESENTATION SEQUENCE CONTROL DATA, NO SOUND OUTPUT         |  |  |
|-----------|------|---|--|--|
| ENDSQ     | 0FFH | PRESENTATION SEQUENCE CONTROL DATA, TERMINATION OF SEQUENCE |  |  |
| REPSQ     | 0FEH | PRESENTATION SEQUENCE CONTROL DATA, REPETITION OF SEQUENCE  |  |  |
| SDBKMAX   | 3    | MAXIMUM NUMBER OF SOUND BACKUP                              |  |  |
| SDRESET   | 0E0H | SOUND INITIALIZATION REQUEST                                |  |  |
| SD_OFF1   | 1    | [ 01 ] CH1 MUTE   |  |  |
| SD_OFF2   | 2    | [ 02 ] CH2 MUTE   |  |  |
| SD_OFF3   | 3    | [ 03 ] CH3 MUTE   |  |  |
| SD_OFF4   | 4    | [ 04 ] CH4 MUTE   |  |  |
| SD_EROFF  | 5    | [ 05 ] ANOMALOUS OPERATION ALARM SOUND, MUTE                |  |  |
| SD_ERR    | 6    | [ 06 ] ERROR SOUND  |  |  |
| SD_BBHIT1 | 7    | [ 07 ] BB START SOUND 1                                     |  |  |
| SD_BBHIT2 | 8    | [ 08 ] BB START SOUND 2                                     |  |  |
| SD_RBHIT  | 9    | [ 09 ] RB START SOUND                                       |  |  |
| SD_WLMP   | 10   | [ 10 ] WINNING DETERMINATION SOUND                          |  |  |
| SD_JACIN1 | 11   | [ 11 ] JAC IN SOUND 1                                       |  |  |
| SD_JACIN2 | 12   | [ 12 ] JAC IN SOUND 2                                       |  |  |
| SD_JACIN3 | 13   | [ 13 ] JAC IN SOUND 3                                       |  |  |
| SD_RBBGM1 | 14   | [ 14 ] RB OPERATION SOUND 1                                 |  |  |
| SD_RBBGM2 | 15   | [ 15 ] RB OPERATION SOUND 2                                 |  |  |
| SD_BBBGM1 | 16   | [ 16 ] BB OPERATION SOUND 1                                 |  |  |
| SD_BBBGM2 | 17   | [ 17 ] BB OPERATION SOUND 2                                 |  |  |
| SD_BBBGM3 | 18   | [ 18 ] BB OPERATION SOUND 3                                 |  |  |
| SD_OVER   | 19   | [ 19 ] PLAY-OUT SOUND                                       |  |  |
| SD_BBEND  | 20   | [ 20 ] BB TERMINATION SOUND                                 |  |  |
| SD_WAIT   | 21   | [ 21 ] REEL SPINNING DISABLE SOUND                          |  |  |
| SD_P71    | 22   | [ 22 ] BB OPERATION EXPECTATION SOUND 1 ( <i>LI-ZHI</i> )   |  |  |
| SD_P72    | 23   | [ 23 ] BB OPERATION EXPECTATION SOUND 2                     |  |  |
| SD_PAY1   | 24   | [ 24 ] TOKEN PAYOUT SOUND 1                                 |  |  |
| SD_PAY2   | 25   | [ 25 ] TOKEN PAYOUT SOUND 2                                 |  |  |
| SD_JAC    | 26   | [ 26 ] JACKPOT WINNER                                       |  |  |
| SD_STT1   | 27   | [ 27 ] REEL SPINNING SOUND 1                                |  |  |
| SD_STT2   | 28   | [ 28 ] REEL SPINNING SOUND 2                                |  |  |
| SD_MIN    | 29   | [ 29 ] TOKEN INSERTION SOUND                                |  |  |
|           |      |   |  |  |

| SD_STP1  | 30 | [ 30 ] REEL SPINNING STOP SOUND 1                                   |
|----------|----|---|
| SD_STP2  | 31 | [ 31 ] REEL SPINNING STOP SOUND 2                                   |
| SD_STP3  | 32 | [ 32 ] REEL SPINNING STOP SOUND 3                                   |
| SD_RPLY  | 33 | [ 33 ] REPLAY SOUND   |
| SD_LOGO  | 34 | [ 34 ] ARUZE SOUND LOGO   |
| SD_RECH  | 35 | [ 35 ] NORMAL <i>LI-ZHI</i> SOUND                                   |
| SD_SPRC1 | 36 | [ 36 ] SUPER <i>LI-ZHI</i> SOUND 1                                  |
| SD_SPRC2 | 37 | [ 37 ] SUPER <i>LI-ZHI</i> SOUND 2                                  |
| SD_LUCK  | 38 | [ 38 ] LUCKY  |
| SD_PSRC  | 39 | [ 39 ] COMMON TO OSHIKURA LI-ZHI GAMES                              |
| SD_PSOUT | 40 | [ 40 ] OSHIKURA LI-ZHI, FAILURE SOUND                               |
| SD_APDWN | 41 | [ 41 ] OSHIKURA LI~ZHI, DROP OF APPLE                               |
| SD_PBDO  | 42 | [ 42 ] POWERBALL <i>LI-ZHI</i> , Do! EMERGENCE SOUND                |
| SD_PBSV1 | 43 | [ 43 ] POWERBALL STRAINING SOUND 1                                  |
| SD_PBSV2 | 44 | [ 44 ] POWERBALL STRAINING SOUND 2                                  |
| SD_PBUP  | 45 | [ 45 ] POWERBALL ASCENDING SOUND                                    |
| SD_PBTG  | 46 | [ 46 ] POWERBALL <i>LI~ZHI</i> TARGET LOCK SOUND                    |
| SD_PBTW  | 47 | [ 47 ] POWERBALL THROWING SOUND                                     |
| SD_PBBM  | 48 | [ 48 ] POWERBALL EXPLOSION SOUND                                    |
| SD_BLNC1 | 49 | [ 49 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 1    |
| SD_BLNC2 | 50 | [ 50 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 2    |
| SD_BLNC3 | 51 | [ 51 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 3    |
| SD_BVIC1 | 52 | [ 52 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 1 (YAHH)       |
| SD_BVIC2 | 53 | [ 53 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 2 (YOHH)       |
| SD_BVIC3 | 54 | [ 54 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 3 (HAHH)       |
| SD_BVIC4 | 55 | [ 55 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 4 (OOF)        |
| SD_BVIC5 | 56 | [ 56 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 5 (TOORYA)     |
| SD_BVIC6 | 57 | [ 57 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 6 (AUGH)       |
| SD_BRHT1 | 58 | [ 58 ] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 1 (VICTORY)  |
| SD_BRHT2 | 59 | [ 59 ] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 2 (JUMP)     |
| SD_BRHT3 | 60 | [ 60 ] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 3 (FAR JUMP) |
| SD_BRBGM | 61 | [ 61 ] BALANCING-ON-ROLLING-BALL BGM                                |
| SD_SRING | 62 | [ 62 ] SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND                        |
|          |    |   |

| SD_BLNRC  | 63 | [ 63 ] BALLOON <i>LI-ZHI</i> BGM                    |
|-----------|----|---|
| SD_RNBOW  | 64 | [ 64 ] RAINBOW HARP                                 |
| SD_PRE    | 65 | [ 65 ] SIGN SOUND                                   |
| SD_CGET   | 66 | [ 66 ] SOUND OF GETTING TOKENS DURING SMALL-JACKPOT |
| 3D_CGE1   | 00 | COMBINATION GAME                                    |
| SD_DRGFR  | 67 | [ 67 ] DRAGON FIRE                                  |
| SD_DRGLH  | 68 | [ 68 ] DRAGON'S LAUGHS                              |
| SD_DODIE  | 69 | [ 69 ] Do! RAISED TO THE SKY                        |
| SD_CDWN5  | 70 | [ 70 ] PUNCTURE COUNTDOWN 5                         |
| SD_CDWN4  | 71 | [ 71 ] PUNCTURE COUNTDOWN 4                         |
| SD_CDWN3  | 72 | [ 72 ] PUNCTURE COUNTDOWN 3                         |
| SD_CDWN2  | 73 | [ 73 ] PUNCTURE COUNTDOWN 2                         |
| SD_CDWN1  | 74 | [ 74 ] PUNCTURE COUNTDOWN 1                         |
| SD_PRET   | 75 | [ 75 ] PUNCTURE-RESTORATION SOUND                   |
| SD_PEND   | 76 | [ 76 ] PUNCTURE-END SOUND                           |
| SD_DERC   | 77 | [ 77 ] DETERMINED <i>LI-ZHI</i> SOUND               |
| SD_DESP   | 78 | [ 78 ] DETERMINED <i>LI-ZHI</i> STOP SOUND          |
| SD_RCVC   | 79 | [ 79 ] SITTING-DOWN SOUND                           |
| SD_LSG0   | 80 | [ 80 ] SOUND FOR ENTERING DEVICE FOR INCREASING     |
| 3D_L3GU   |    | CONTINUOUS OPERATION OF JACKPOT GAME                |
| SD_RKUP1  | 81 | [ 81 ] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY,  |
| OD_MMOI*1 |    | UPGRADE SOUND 1 (BB DETERMINATION)                  |
| SD_RKUP2  | 82 | [ 82 ] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY,  |
|           | J. | UPGRADE SOUND 2 (RB DETERMINATION)                  |

#### SOUND OUTPUT DATA TABLE

| SOUND OUTPUT DATA TABLE  | ,                      |   |
|--|------------------------|---|
| 1. CH1 MUTE CODE   |                        |   |
| 2. CH2 MUTE CODE   |                        |   |
| 3. CH3 MUTE CODE   |                        |   |
| 4. CH4 MUTE CODE   |                        |   |
| 5. ALARM SOUND MUTE  |                        |   |
| 6. ANOMALOUS OPERATION ALARM SOUND   |                        |   |
| DB .   | ERR_SW+<br>REP+<br>CH1 | SOUND TYPE: ALARM SOUND +<br>CONTINUOUS SOUND + CHANNEL<br>1 TO BE USED |
| DB .   | 20                     | LEVEL SETTING   |
| DB   | CENTER                 | PAN-POT SETTING   |
| DB   | 0                      | PHRASE NUMBER   |
| 7. START SOUND 1 FOR DEVICE FOR INCREASING                                 |                        |   |
| CONTINUOUS OPERATION OF JACKPOT  |                        |   |
| DB .   | HIT_SW+                | SOUND TYPE: PRIORITIZED SINGLE  |
| UB .   | CH1                    | SOUND + CHANNEL 1 USED  |
| DB   | 80                     | LEVEL SETTING   |
| DB   | CENTER                 | PAN-POT SETTING   |
| DB ·   | 1                      | DISTINCTION BETWEEN MONO/<br>STEREO SOUND, PHRASE NUMBER                |
| 8. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT |                        |   |
|  | HIT SW+                | SOUND TYPE: PRIORITIZED SINGLE  |
| DB   | CH1                    | SOUND + CHANNEL 1 USED  |
| DB   | 70                     | LEVEL SETTING   |
| DB   | CENTER                 | PAN-POT SETTING   |
| DB ·   | 2                      | PHRASE NUMBER   |
| 9. START SOUND FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT   |                        |   |
| DB .   | HIT_SW+<br>CH1         | SOUND TYPE: PRIORITIZED SINGLE<br>SOUND + CHANNEL 1 USED                |
| DB   | 75                     | LEVEL SETTING   |
| DB ·   | CENTER                 | PAN-POT SETTING   |
| DB   | 3                      | PHRASE NUMBER   |
| 10. WINNING DETERMINATION SOUND TYPE                                       |                        |   |
| DB   | СНЗ                    | SOUND TYPE: PRIORITIZED SINGLE<br>SOUND + CHANNEL 3 USED                |
| DB   | 20                     | LEVEL SETTING   |
| DB   | CENTER                 | PAN-POT SETTING   |
| DB   | 4                      | PHRASE NUMBER   |
|  |                        |   |

| 11. JAC 1 IN SOUND  |                          |   |
|---|--------------------------|---|
| 700   | HIT_SW+                  | SOUND TYPE: PRIORITIZED SINGLE          |
| DB .  | CH1                      | SOUND + CHANNEL 1 USED                  |
| DB  | 75                       | LEVEL SETTING                           |
| DB  | CENTER                   | PAN-POT SETTING                         |
| DB  | 5                        | PHRASE NUMBER                           |
| 12. JAC 2 IN SOUND  |                          |   |
|   | HIT_SW+                  | SOUND TYPE: PRIORITIZED SINGLE          |
| DB  | CH1                      | SOUND + CHANNEL 1 USED                  |
| DB  | 75                       | LEVEL SETTING                           |
| DB .  | CENTER                   | PAN-POT SETTING                         |
| DB  | 6                        | PHRASE NUMBER                           |
| 13. JAC 3 IN SOUND  |                          |   |
| DR.   | HIT_SW+                  | SOUND TYPE: PRIORITIZED SINGLE          |
| DB  | CH1                      | SOUND + CHANNEL 1 USED                  |
| DB ·  | 100                      | LEVEL SETTING                           |
| DB  | CENTER                   | PAN-POT SETTING                         |
| DB·   | 7                        | PHRASE NUMBER                           |
| 14. START SOUND 1 FOR DEVICE FOR INCREASING                                 |                          | ·                                       |
| CONTINUOUS OPERATION OF JACKPOT   |                          |   |
|   | BGM_SW<br>+ REP +<br>CH1 | SOUND TYPE:                             |
| DB  |                          | RESTORATION-EFFECTIVE SOUND             |
| ·   |                          | + CONTINUOUS SOUND +                    |
|   | 76                       | CHANNEL 1 USED                          |
| DB ·  | 75                       | LEVEL SETTING                           |
| DB  | CENTER                   | PAN-POT SETTING                         |
| DB  | 8                        | PHRASE NUMBER                           |
|   |                          |   |
| 15. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT |                          |   |
| CONTINUOUS OPERATION OF JACKPOT   |                          | SOUND TYPE:                             |
|   | BGM_SW                   | RESTORATION-EFFECTIVE SOUND             |
| DB .  | +REP+                    | + CONTINUOUS SOUND +                    |
|   | CH1                      | CHANNEL 1 USED                          |
| DB  | 100                      | LEVEL SETTING                           |
| DB  | CENTER                   | PAN-POT SETTING                         |
| DB  | 9                        | PHRASE NUMBER                           |
|   |                          | , |

| 16. START SOUND 1 FOR DEVICE FOR INCREASING                                  |         |                                   |
|--|---------|-----------------------------------|
| CONTINUOUS OPERATION OF JACKPOT  |         |                                   |
|  | BGM SW  | SOUND TYPE: RESTORATION-EFFECTIVE |
| DB   | +REP+   | SOUND + CONTINUOUS SOUND +        |
|  | CH1     | CHANNEL 1 USED                    |
| DB   | 80      | LEVEL SETTING                     |
| DB   | CENTER  | PAN-POT SETTING                   |
|  | 10      | PHRASE NUMBER                     |
| DB   |         | PHRASE NUMBER                     |
| 17. START SOUND 2 FOR DEVICE FOR INCREASING ICONTINUOUS OPERATION OF JACKPOT |         | ·                                 |
| CONTINUOUS OFERATION OF SACREOT  | DCM SW  | SOUND TYPE: RESTORATION-EFFECTIVE |
| DB   | + REP + | SOUND + CONTINUOUS SOUND +        |
| В  | CH1     | CHANNEL 1 USED                    |
| DB   | 70      | LEVEL SETTING                     |
| DB   | CENTER  | PAN-POT SETTING                   |
| DB   | 11      | PHRASE NUMBER                     |
| 18. START SOUND 3 FOR DEVICE FOR INCREASING                                  |         | TIMAGE NOMBER                     |
| CONTINUOUS OPERATION OF JACKPOT  |         | •                                 |
| CONTINUES OF ENTITION OF CHARGE  | BGM_SW  | SOUND TYPE: RESTORATION-EFFECTIVE |
| DB   | + REP + | SOUND + CONTINUOUS SOUND +        |
| i  | CH1     | CHANNEL 1 USED                    |
| DB   | 80      | LEVEL SETTING .                   |
| DB   | CENTER  | PAN-POT SETTING                   |
| DB   | 12      | PHRASE NUMBER                     |
| 19. PLAY-OUT   |         |                                   |
|  | BGM SW  | SOUND TYPE: RESTORATION-EFFECTIVE |
| DB   | +REP+   | SOUND + CONTINUOUS SOUND +        |
|  | CH1     | CHANNEL 1 USED                    |
| DB   | 20      | LEVEL SETTING                     |
| DB   | CENTER  | PAN-POT SETTING                   |
| DB   | 13      | PHRASE NUMBER                     |
| 20. TERMINATION SOUND FOR DEVICE FOR   |         |                                   |
| INCREASING CONTINUOUS OPERATION OF JACKPOT                                   |         |                                   |
| no.  | END_SW  | SOUND TYPE: TERMINATION           |
| DB   | + CH1   | SOUND + CHANNEL 1 USED            |
| DB   | 80      | LEVEL SETTING                     |
| DB   | CENTER  | PAN-POT SETTING                   |
| DB   | 14      | PHRASE NUMBER                     |
| <u></u>  |         |                                   |

| 21. REEL SPINNING DISABLE SOUND       |          |                                   |
|---------------------------------------|----------|-----------------------------------|
| DB                                    | REP+     | SOUND TYPE: GENERAL + CONTINUOUS  |
| DB                                    | CH2      | SOUND + CHANNEL 2 USED            |
| DB                                    | 20       | LEVEL SETTING                     |
| DB                                    | CENTER   | PAN-POT SETTING                   |
| DB                                    | 15       | PHRASE NUMBER                     |
| 22. SOUND 1 FOR EXPECTING WINNING FOR | ·        |                                   |
| DEVICE OF INCREASING CONTINUOUS       |          |                                   |
| OPERATION OF JACKPOT                  |          |                                   |
| DB                                    | CH1      | SOUND TYPE: GENERAL +             |
|                                       |          | CHANNEL 1 USED                    |
| DB                                    | 80       | LEVEL SETTING                     |
| DB                                    | CENTER   | PAN-POT SETTING                   |
| DB                                    | 68       | PHRASE NUMBER                     |
| 23. SOUND 2 FOR EXPECTING WINNING FOR |          |                                   |
| DEVICE OF INCREASING CONTINUOUS       |          |                                   |
| OPERATION OF JACKPOT                  |          |                                   |
| DB .                                  | CHI      | SOUND TYPE: GENERAL +             |
|                                       |          | CHANNEL 1 USED                    |
| DB                                    | 50       | LEVEL SETTING                     |
| DB                                    | CENTER   |                                   |
| DB                                    | 17       | PHRASE NUMBER                     |
| 24. GAMING TOKEN PAYOUT SOUND 1       | <u> </u> |                                   |
|                                       | _        | SOUND TYPE: RESTORATION-EFFECTIVE |
| DB                                    | +REP+    | SOUND + CONTINUOUS SOUND +        |
|                                       | CH2      | CHANNEL 2 USED                    |
| DB                                    | 70       | LEVEL SETTING                     |
| DB                                    | CENTER   | . PAN-POT SETTING                 |
| DB                                    | 18       | PHRASE NUMBER                     |
| 25. GAMING TOKEN PAYOUT SOUND 2       |          |                                   |
| ı                                     | _        | SOUND TYPE: RESTORATION-EFFECTIVE |
| DB                                    | + REP +  | SOUND + CONTINUOUS SOUND +        |
|                                       | CH2      | CHANNEL 2 USED                    |
| DB                                    | 75       | LEVEL SETTING                     |
| DB                                    | CENTER   | PAN-POT SETTING                   |
| DB                                    | 19       | PHRASE NUMBER                     |

| 26. JACKPOT WINNING SOUND     |         |                                   |
|-------------------------------|---------|-----------------------------------|
|                               | BGM_SW  | SOUND TYPE: RESTORATION-EFFECTIVE |
| DВ                            | + REP + | SOUND + CONTINUOUS SOUND +        |
|                               | CH2     | CHANNEL 2 USED                    |
| DB                            | 70      | LEVEL SETTING                     |
| DB                            | CENTER  | PAN-POT SETTING                   |
| DB                            | 20      | PHRASE NUMBER                     |
| 27. GAME STARTING SOUND 1     |         |                                   |
| DD.                           | CH2     | SOUND TYPE: GENERAL +             |
| DB                            | Criz    | CHANNEL 2 USED                    |
| DB                            | 70      | LEVEL SETTING                     |
| DB                            | 0       | PAN-POT SETTING                   |
| DB .                          | 21      | PHRASE NUMBER                     |
| 28. GAME STARTING SOUND 2     |         |                                   |
| DR                            | CH2     | SOUND TYPE: GENERAL +             |
| DB                            |         | CHANNEL 2 USED                    |
| DB                            | 80      | LEVEL SETTING                     |
| DB                            | 0       | PAN-POT SETTING                   |
| DB                            | 22      | PHRASE NUMBER                     |
| 29.GAME TOKEN IMSERTION SOUND |         |                                   |
| DB                            | CH2     | SOUND TYPE: GENERAL +             |
|                               |         | CHANNEL 2 USED                    |
| DB                            | . 80    | LEVEL SETTING                     |
| DB                            | CENTER  | PAN-POT SETTING                   |
| DB .                          | 23      | PHRASE NUMBER                     |
| 30. REEL STOP SOUND 1         |         |                                   |
| DB                            | CH2     | SOUND TYPE: GENERAL +             |
|                               |         | CHANNEL 2 USED                    |
| DB                            | 120     | LEVEL SETTING                     |
| DB                            | CENTER  | PAN-POT SETTING                   |
| DB                            | 24      | PHRASE NUMBER                     |

| 31. REEL STOP SOUND 2      |        |   |
|----------------------------|--------|---|
| DB .                       | CH2    | SOUND TYPE: GENERAL +<br>CHANNEL 2 USED |
| DB                         | 80     | LEVEL SETTING                           |
| DB                         | CENTER | PAN-POT SETTING                         |
| DB ·                       | 24     | PHRASE NUMBER                           |
| 32. REEL STOP SOUND 3      |        |   |
| DB                         | CH2    | SOUND TYPE: GENERAL +<br>CHANNEL 2 USED |
| DB                         | 50     | LEVEL SETTING                           |
| DB                         | CENTER | PAN-POT SETTING                         |
| DB                         | 24     | PHRASE NUMBER                           |
| 33. REPLAY OPERATION SOUND |        |   |
| DB                         | CH2    | SOUND TYPE: GENERAL +<br>CHANNEL 2 USED |
| DB                         | 40     | LEVEL SETTING                           |
| DB                         | CENTER | PAN-POT SETTING                         |
| DB                         | 25     | PHRASE NUMBER                           |
| 34. ARUZE SOUND LOGO       |        |   |
| DB .                       | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB                         | 20     | LEVEL SETTING                           |
| DB                         | CENTER | PAN-POT SETTING                         |
| DB                         | 26     | PHRASE NUMBER                           |
| 35. NORMAL <i>LI-ZHI</i>   |        |   |
| DB                         | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB                         | 30     | LEVEL SETTING                           |
| DB                         | CENTER | PAN-POT SETTING                         |
| DB .                       | 27     | PHRASE NUMBER                           |

| 36. SUPER <i>LI-ZHI</i> 1                              |        |   |
|--|--------|---|
| DB   | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB   | 30     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| рв   | 28     | PHRASE NUMBER                           |
| 37. SUPER <i>LI-ZHI</i> 2                              |        |   |
| DB   | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB   | 20     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 29     | PHRASE NUMBER                           |
| 38. LUCKY  |        |   |
| DB   | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB   | 35     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB,  | 30     | PHRASE NUMBER                           |
| 39. SOUND COMMON TO "OSHIKURA LI-ZHI"                  |        |   |
| DB   | CH3    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB   | 10     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| D8   | 31     | PHRASE NUMBER                           |
| 40. FAILURE PRESENTATION SOUND TO<br>"OSHIKURA LI-ZHI" |        |   |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 30     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 32     | PHRASE NUMBER                           |

|   |                    | <u>,                                      </u>              |
|---|--------------------|---|
| 41. SOUND OF FALLING APPLE FOR<br>"OSHIKURA LI-ZHI" |                    |   |
| DB  | BGM_SW+<br>REP+CH4 |   |
| DB  | 10                 | LEVEL SETTING   |
| DB  | CENTER             | PAN-POT SETTING   |
| DB  | 40                 | PHRASE NUMBER   |
| 42 "POWERBALL <i>LI-ZHI</i> " Do EMERGENCE SOUND    |                    |   |
| DB  | CH3                | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED                     |
| DB  | 30                 | LEVEL SETTING   |
| рв  | CENTER             | PAN-POT SETTING   |
| DB  | 33                 | PHRASE NUMBER   |
| 43. "POWERBALL <i>LI-ZHI</i> " STRAINING SOUND 1    |                    | ·   |
| DB  | BGM_SW+<br>REP+CH4 | SOUND TYPE: RESTORATION-EFFECTIVE<br>SOUND + CHANNEL 4 USED |
| DB  | 20                 | LEVEL SETTING   |
| DB  | CENTER             | PAN-POT SETTING   |
| DB  | 35                 | PHRASE NUMBER   |
| 44. "POWERBALL <i>LI-ZHI</i> " STRAINING SOUND 2    |                    |   |
| DB  | CH4                | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED                     |
| DB  | 30                 | LEVEL SETTING   |
| DB  | CENTER             | PAN-POT SETTING   |
| DB  | 34                 | PHRASE NUMBER   |
| 45. "POWERBALL <i>LI-ZHI</i> " PB ASCENDING SOUND   |                    |   |
| DB  | СНЗ                | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED                     |
| DB  | 20                 | LEVEL SETTING   |
| DB  | CENTER             | PAN-POT SETTING   |
| DB  | 36                 | PHRASE NUMBER   |
|   |                    |   |

| 46. "POWERBALL <i>LI-ZHI</i> " TARGET LOCK     |        |                       |
|--|--------|-----------------------|
| DB CH4   | CHA    | SOUND TYPE: GENERAL + |
|  | CH4    | CHANNEL 4 USED        |
| DB   | 30     | LEVEL SETTING         |
| DB   | 10     | PAN-POT SETTING       |
| DB   | 37     | PHRASE NUMBER         |
| 47. "POWERBALL LI-ZHI" THROWING SOUND          |        |                       |
|  | CUS    | SOUND TYPE: GENERAL + |
| DB   | СНЗ    | CHANNEL 3 USED        |
| DB   | 50     | LEVEL SETTING         |
| DB   | CENTER | PAN-POT SETTING       |
| DB   | 38     | PHRASE NUMBER         |
| 48. "POWERBALL <i>LI-ZHI</i> " EXPLOSION SOUND |        | ,                     |
| 20   | СНЗ    | SOUND TYPE: GENERAL + |
| DB   | Uno    | CHANNEL 3 USED        |
| DB   | 85     | LEVEL SETTING         |
| DB   | 10     | PAN-POT SETTING       |
| DB   | 39     | PHRASE NUMBER         |
| 49. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " |        |                       |
| OOPS SOUND 1                                   |        | •                     |
| DB   | CH4    | SOUND TYPE: GENERAL + |
|  | 0111   | CHANNEL 4 USED        |
| DB   | 10     | LEVEL SETTING         |
| DB   | 0      | PAN-POT SETTING       |
| DB ·   | 41     | PHRASE NUMBER         |
| 50. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " |        |                       |
| OOPS SOUND 2                                   |        |                       |
| DB   | B CH4  | SOUND TYPE: GENERAL + |
|  |        | CHANNEL 4 USED        |
| DB   | 10     | LEVEL SETTING         |
| DB   | CENTER | PAN-POT SETTING       |
| DB   | 41     | PHRASE NUMBER         |

| 51. "BALANCING-ON-ROLLING-BALL <i>LI-ZHÎ</i> "<br>OOPS SOUND 3 |        |   |
|--|--------|---|
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 10     | LEVEL SETTING                           |
| DB   | 127    | PAN-POT SETTING                         |
| DB   | 41     | PHRASE NUMBER                           |
| 52. "BALANCING-ON-ROLLING-BALL LI-ZHI" YAHH                    |        |   |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 30     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 42     | PHRASE NUMBER                           |
| 53. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " YOHH            |        | •                                       |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 20     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 43     | PHRASE NUMBER                           |
| 54. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " HAHH            |        |   |
| D <b>B</b>   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 20     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 44     | PHRASE NUMBER                           |
| 55. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOF             |        |   |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 20     | LEVEL SETTING                           |
| DB   | CENTER | ' PAN-POT SETTING                       |
| DB   | 45     | PHRASE NUMBER                           |

|  | ,      | <del></del>                             |
|--|--------|---|
| 56. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i><br>TORYA      | ,      |   |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 35     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 46     | PHRASE NUMBER                           |
| 57. "BALANCING-ON-ROLLING-BALL LI-ZH" AUGH                 |        |   |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 35     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 47     | PHRASE NUMBER                           |
| 58. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> "<br>MCTORY   |        |   |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB   | 35     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 48     | PHRASE NUMBER                           |
| 59. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " JUMP        |        |   |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB .   | 5      | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 49     | PHRASE NUMBER                           |
| 60. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " FAR<br>JUMP |        |   |
| DB   | CH4    | SOUND TYPE: GENERAL +<br>CHANNEL 4 USED |
| DB .   | 15     | LEVEL SETTING                           |
| DB   | CENTER | PAN-POT SETTING                         |
| DB   | 50     | PHRASE NUMBER                           |
|  |        |   |

|   | _       |                               |
|---|---------|-------------------------------|
| 61. "BALANCING-ON-ROLLING-BALL LI-ZHI     | 2       |                               |
| BALANCING-ON-ROLLING-BALL BGM             | <u></u> |                               |
|   | BGM_SW  | SOUND TYPE:                   |
| рв  | +REP+   | RESTORATION-EFFECTIVE SOUND + |
|   | CH3     | CHANNEL 3 USED                |
| DB  | 25      | LEVEL SETTING                 |
| DB  | CENTER  | PAN-POT SETTING               |
| DB  | 51      | PHRASE NUMBER                 |
| 62. SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND |         |                               |
|   | CH4     | SOUND TYPE: GENERAL +         |
| DB  | Un4     | CHANNEL 4 USED                |
| DB  | 15      | LEVEL SETTING                 |
| DB  | CENTER  | PAN-POT SETTING               |
| DB  | - 52    | PHRASE NUMBER                 |
| 63. BALLOON <i>LI-ZHI</i> BGM             |         |                               |
|   | BGM_SW  | SOUND TYPE:                   |
| рв  | +REP+   | RESTORATION-EFFECTIVE SOUND + |
|   | CH3     | CHANNEL 3 USED                |
| DB .                                      | 15      | LEVEL SETTING                 |
| DB  | CENTER  | PAN-POT SETTING               |
| DB  | 53      | PHRASE NUMBER                 |
| 64. RAINBOW HARP                          |         |                               |
| DR  | СНЗ     | SOUND TYPE: GENERAL +         |
| DB  | OHO     | CHANNEL 3 USED                |
| DB  | 40      | LEVEL SETTING                 |
| DB  | CENTER  | PAN-POT SETTING               |
| DB  | 54      | PHRASE NUMBER                 |
| 65. LI-ZHI DETERMINATION Do JUMP-SIDEWISE |         |                               |
| SOUND                                     |         |                               |
| DB  | СНЗ     | SOUND TYPE: GENERAL +         |
| <u> </u>                                  | OID     | CHANNEL 3 USED                |
| DB  | 15      | LEVEL SETTING                 |
| DB  | CENTER  | PAN-POT SETTING               |
| DB  | 55      | PHRASE NUMBER                 |
|   |         |                               |

| 66. SOUND OF GETTING TOKENS DURING | 3      |                       |
|------------------------------------|--------|-----------------------|
| SMALL-JACKPOT COMBINATION GAME     |        |                       |
| 20                                 | CUI    | SOUND TYPE: GENERAL + |
| DB                                 | CH3    | CHANNEL 3 USED        |
| DB                                 | 70     | LEVEL SETTING         |
| DB                                 | 127    | PAN-POT SETTING       |
| DB                                 | 56     | PHRASE NUMBER         |
| 67. DRAGON FIRE                    |        |                       |
| DB                                 | СНЗ    | SOUND TYPE: GENERAL + |
|                                    | 0110   | CHANNEL 3 USED        |
| DB                                 | 110    | LEVEL SETTING         |
| DB                                 | CENTER | PAN-POT SETTING       |
| DB                                 | 57     | PHRASE NUMBER         |
| 68. DRAGON'S LAUGHS                |        |                       |
| DB                                 | СНЗ    | SOUND TYPE: GENERAL + |
|                                    |        | CHANNEL 3 USED        |
| DB ·                               | 50     | LEVEL SETTING         |
| DB                                 | 10     | PAN-POT SETTING       |
| DB                                 | 58     | PHRASE NUMBER         |
| 69. Do RAISED TO THE SKY           |        |                       |
| DB                                 | CH4    | SOUND TYPE: GENERAL + |
|                                    | 0.17   | CHANNEL 4 USED        |
| DB ·                               | 25     | LEVEL SETTING         |
| DB                                 | 116    | PAN-POT SETTING       |
| DB                                 | 59     | PHRASE NUMBER         |
| 70. FIVE                           |        |                       |
| DB                                 | СНЗ    | SOUND TYPE: GENERAL + |
|                                    | 0/10   | CHANNEL 3 USED        |
| DB                                 | 95     | LEVEL SETTING         |
| DB                                 | CENTER | PAN-POT SETTING       |
| DB                                 | 60     | PHRASE NUMBER         |

| 71. FOUR                       |        |   |
|--------------------------------|--------|---|
| рв                             | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB                             | 95     | LEVEL SETTING                           |
| DB ·                           | CENTER | PAN-POT SETTING                         |
| DB                             | 61     | PHRASE NUMBER                           |
| 72. THREE                      |        |   |
| DB                             | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB                             | 85     | LEVEL SETTING                           |
| DB                             | CENTER | PAN-POT SETTING                         |
| DB                             | 62     | . PHRASE NUMBER                         |
| 73. TWO                        |        |   |
| DB                             | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB                             | 85     | LEVEL SETTING                           |
| DB                             | CENTER | PAN-POT SETTING                         |
| DB                             | 63     | PHRASE NUMBER                           |
| 74. ONE                        |        |   |
| DB                             | СНЗ    | SOUND TYPE: GENERAL + CHANNEL 3 USED    |
| DB .                           | 95     | LEVEL SETTING                           |
| DB                             | CENTER | PAN-POT SETTING                         |
| DB .                           | 64     | PHRASE NUMBER                           |
| 75. PUNCTURE-RESTORATION SOUND |        |   |
| DB                             | СНЗ    | SOUND TYPE: GENERAL +<br>CHANNEL 3 USED |
| DB .                           | 60     | LEVEL SETTING                           |
| DB                             | CENTER | PAN-POT SETTING                         |
| DB                             | 54     | PHRASE NUMBER                           |

# F I G. 75

| DB   | 76. PUNCTURE TERMINATION SOUND (SEE YOU) |        |                 |
|--|--|--------|-----------------|
| DB CENTER PAN-POT SETTING DB 65 PHRASE NUMBER 77. DETERMINED LI-ZHI SOUND DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB 30 LEVEL SETTING DB 66 PAN-POT SETTING DB 66 PHRASE NUMBER  78. DETERMINED LI-ZHI STOP SOUND DB 50 LEVEL SETTING DB 67 PHRASE NUMBER  79. SITTING-DOWN SOUND DB 25 LEVEL SETTING DB 67 PHRASE NUMBER  DB 69 PHRASE NUMBER   |  |        |                 |
| DB 65 PHRASE NUMBER  77. DETERMINED LI-ZHI SOUND  DB 30 LEVEL SETTING  DB 30 LEVEL SETTING  DB 66 PHRASE NUMBER  78. DETERMINED LI-ZHI STOP SOUND  DB 66 PHRASE NUMBER  78. DETERMINED LI-ZHI STOP SOUND  DB 50 LEVEL SETTING  DB 67 PHRASE NUMBER  DB 68 CENTER PAN-POT SETTING  DB 67 PHRASE NUMBER  DB 69 PHRASE NUMBER  DB 60 CENTER PAN-POT SETTING  | DB                                       | 35     | LEVEL SETTING   |
| The color of the | DB                                       | CENTER | PAN-POT SETTING |
| CH4  | DB .                                     | 65     | PHRASE NUMBER   |
| CH4  | 77. DETERMINED <i>LI-ZHI</i> SOUND       |        |                 |
| DB   | DB .                                     | CH4    | •               |
| DB 66 PHRASE NUMBER  78. DETERMINED LI-ZHI STOP SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 50 LEVEL SETTING  DB 67 PHRASE NUMBER  79. SITTING-DOWN SOUND  DB 25 LEVEL SETTING  DB 25 LEVEL SETTING  DB 25 LEVEL SETTING  DB 67 PHRASE NUMBER  79. SITTING-DOWN SOUND  DB 67 PHRASE NUMBER  DB 25 LEVEL SETTING  DB 67 PHRASE NUMBER  DB 69 PHRASE NUMBER  DB 60 CENTER PAN-POT SETTING   | DB                                       | 30     | LEVEL SETTING   |
| 78. DETERMINED LI-ZHISTOP SOUND  DB  CH4  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  DB  CENTER  PAN-POT SETTING  DB  CH3  SOUND TYPE: GENERAL + CHANNEL 3 USED  DB  CH3  CENTER  PAN-POT SETTING  DB  CH4  CHANNEL 3 USED  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CH4  CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CENTER  CH4  CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING  DB  CENTER  CH4  CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING  DB  CH4  CHANNEL 4 USED  DB  CH4  CHANNEL 4 USED  DB  CH4  CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING  CENTER  PAN-POT SETTING   | DB                                       | CENTER | PAN-POT SETTING |
| CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 50 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB 67 PHRASE NUMBER  79. SITTING-DOWN SOUND  DB 25 LEVEL SETTING  DB 25 LEVEL SETTING  DB 67 PHRASE NUMBER  DB 67 PHRASE NUMBER  BOB 69 PHRASE NUMBER  BOB CENTER PAN-POT SETTING  DB CH4 CHANNEL 4 USED  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CENTER PAN-POT SETTING   | DB                                       | 66     | PHRASE NUMBER   |
| DB   | 78. DETERMINED <i>LI-ZHI</i> STOP SOUND  |        |                 |
| CENTER PAN-POT SETTING DB 67 PHRASE NUMBER 79. SITTING-DOWN SOUND DB CH3 SOUND TYPE: GENERAL + CHANNEL 3 USED DB CENTER PAN-POT SETTING DB 67 PHRASE NUMBER  DB 67 PHRASE NUMBER  DB 67 PHRASE NUMBER  DB 67 PHRASE NUMBER  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB CENTER PAN-POT SETTING DB 69 PHRASE NUMBER  DB 69 PHRASE NUMBER  DB 69 PHRASE NUMBER  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB 69 PHRASE NUMBER  DB CH4 CHANNEL 4 USED DB CH4 CHANNEL 4 USED DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB CENTER PAN-POT SETTING DB CENTER PAN-POT SETTING DB SOUND TYPE: GENERAL + CHANNEL 4 USED DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB LEVEL SETTING DB SOUND TYPE: GENERAL + CHANNEL 4 USED DB CH4 CHANNEL 4 USED DB CH4 CHANNEL 4 USED DB LEVEL SETTING DB SOUND TYPE: GENERAL + CHANNEL 4 USED DB LEVEL SETTING DB SOUND TYPE: GENERAL + CHANNEL 4 USED DB CH4 CHANNEL 4 USED DB CENTER PAN-POT SETTING   | DB                                       | CH4    | ·               |
| DB 67 PHRASE NUMBER  79. SITTING-DOWN SOUND  DB CH3 SOUND TYPE: GENERAL + CHANNEL 3 USED  DB 25 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB 67 PHRASE NUMBER  80. LET'S GO SOUND  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB 69 PHRASE NUMBER  81. BB DETERMINATION SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 69 PHRASE NUMBER  81. BB DETERMINATION SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CENTER PAN-POT SETTING  DB CENTER PAN-POT SETTING  DB CENTER PAN-POT SETTING  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CH4 CHANNEL 4 USED  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CHANNEL 4 USED  | DB                                       | 50     | LEVEL SETTING   |
| THE SITTING-DOWN SOUND  DB  CH3  CH3  SOUND TYPE: GENERAL + CHANNEL 3 USED  DB  25  LEVEL SETTING  DB  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL A USED  DB  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL A USED  DB  CH4  SOUND TYPE: GENERAL + CHANNEL A USED  DB  CH4  SOUND TYPE: GENERAL + CHANNEL A USED  DB  CH4  SOUND TYPE: GENERAL + CHANNEL A USED  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL A USED  DB  CENTER  PAN-POT SETTING  DB  CH4  CHANNEL A USED  DB  CENTER  PAN-POT SETTING  | DB                                       | CENTER | PAN-POT SETTING |
| CH3  SOUND TYPE: GENERAL + CHANNEL 3 USED  DB  25  LEVEL SETTING  DB  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  CH4  CHANNEL 4 USED  DB  CH4  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  CENTER  CENTER  CENTER  CH4  CHANNEL 4 USED  DB  CH4  CH4  CHANNEL 4 USED  DB  CH4  CH4  CHANNEL 4 USED  DB  CENTER  CENTER  PAN-POT SETTING  | DB                                       | 67     | PHRASE NUMBER   |
| CH3  | 79. SITTING-DOWN SOUND                   |        |                 |
| DB CENTER PAN-POT SETTING DB 67 PHRASE NUMBER  80. LET'S GO SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB 40 LEVEL SETTING DB 69 PHRASE NUMBER  81. BB DETERMINATION SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB 40 LEVEL SETTING DB 40 LEVEL SETTING DB CENTER PAN-POT SETTING DB 40 LEVEL SETTING DB CENTER PAN-POT SETTING DB CENTER PAN-POT SETTING DB CENTER PAN-POT SETTING DB SOUND TYPE: GENERAL + CHANNEL 4 USED DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED DB 30 LEVEL SETTING DB CH4 CHANNEL 4 USED DB CH4 CHANNEL 4 USED DB CH4 CHANNEL 4 USED DB CENTER PAN-POT SETTING  | DB                                       | СНЗ    |                 |
| DB 67 PHRASE NUMBER  80. LET'S GO SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB 69 PHRASE NUMBER  81. BB DETERMINATION SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CENTER PAN-POT SETTING  DB CENTER PAN-POT SETTING  DB CENTER PAN-POT SETTING  DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CENTER PAN-POT SETTING  DB CENTER PAN-POT SETTING  | DB ·                                     | 25     | LEVEL SETTING   |
| B0. LET'S GO SOUND  DB  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  40  LEVEL SETTING  DB  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL A USED  DB  CH4  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  40  LEVEL SETTING  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CENTER  PAN-POT SETTING  DB  CH4  SOUND TYPE: GENERAL + CHANNEL A USED  LEVEL SETTING  DB  CENTER  PAN-POT SETTING  DB  CH4  CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING  | DB                                       | CENTER | PAN-POT SETTING |
| CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB 69 PHRASE NUMBER  81. BB DETERMINATION SOUND  CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB 40 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB CENTER PAN-POT SETTING  DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CH4 CHANNEL 4 USED  DB 30 LEVEL SETTING   | DB                                       | 67     | PHRASE NUMBER   |
| DB CHAUSED  DB 40 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB 69 PHRASE NUMBER  81. BB DETERMINATION SOUND  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  DB CHAUSED  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB CENTER PAN-POT SETTING  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 30 LEVEL SETTING  DB CENTER PAN-POT SETTING  | 80. LET'S GO SOUND                       |        |                 |
| CENTER PAN-POT SETTING  DB 69 PHRASE NUMBER  81. BB DETERMINATION SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 30 LEVEL SETTING  DB 30 LEVEL SETTING  DB CENTER PAN-POT SETTING  | DB                                       | CH4    |                 |
| DB 69 PHRASE NUMBER  81. BB DETERMINATION SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 40 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  DB CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 30 LEVEL SETTING  DB CENTER PAN-POT SETTING   | DB                                       | 40     | LEVEL SETTING   |
| B1. BB DETERMINATION SOUND  CH4  CHANNEL 4 USED  DB  40  LEVEL SETTING  DB  CENTER  PAN-POT SETTING  PHRASE NUMBER  B2. RB DETERMINATION SOUND  CH4  CHANNEL 4 USED  CENTER  DB  CENTER  PAN-POT SETTING   | DB                                       | CENTER | PAN-POT SETTING |
| CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  40 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 30 LEVEL SETTING  DB CENTER PAN-POT SETTING   | DB                                       | 69     | PHRASE NUMBER   |
| CH4 CHANNEL 4 USED  DB 40 LEVEL SETTING  DB CENTER PAN-POT SETTING  DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 30 LEVEL SETTING  DB CENTER PAN-POT SETTING  | 81. BB DETERMINATION SOUND               |        | ·               |
| DB CENTER PAN-POT SETTING  DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 30 LEVEL SETTING  DB CENTER PAN-POT SETTING   | DB                                       | CH4    |                 |
| DB 26 PHRASE NUMBER  82. RB DETERMINATION SOUND  CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  DB 30 LEVEL SETTING  DB CENTER PAN-POT SETTING  | DB                                       | 40     | LEVEL SETTING   |
| 22. RB DETERMINATION SOUND  CH4  CHANNEL 4 USED  DB  CENTER  SOUND TYPE: GENERAL + CHANNEL 4 USED  DB  CENTER  PAN-POT SETTING   | DB                                       | CENTER | PAN-POT SETTING |
| CH4 SOUND TYPE: GENERAL + CHANNEL 4 USED  30 LEVEL SETTING  DB CENTER PAN-POT SETTING  | DB                                       | 26     | PHRASE NUMBER   |
| DB CH4 CHANNEL 4 USED  DB 30 LEVEL SETTING  DB CENTER PAN-POT SETTING  | 82. RB DETERMINATION SOUND               |        |                 |
| DB CENTER PAN-POT SETTING  | DB                                       | CH4    |                 |
| DB CENTER PAN-POT SETTING  | DB                                       | 30     | LEVEL SETTING   |
|  | DB                                       | -      |                 |
| DB · PHRASE NUMBER   | DB ·                                     |        | PHRASE NUMBER   |

# SOUND CODE SOUND DATA

| INIT_CODE   | 0E0H         | INITIALIZATION REQUEST CODE                    |
|-------------|--------------|--|
| CMD_PLAY    | 0F0H         | REPLAY START COMMAND                           |
| CMD_QUIT    | 0E0H         | REPLAY STOP COMMAND                            |
| CMD_LEVL    | 0D0H         | DATA FOR MERGING REPLAY LEVEL SETTING COMMAND  |
| CMD_LFIL    | 0C0H         | LEVEL INTERPOLATION SETTING COMMAND            |
| CMD_PANP    | 0B0H         | REPLAY PAN-POT SETTING COMMAND                 |
| CMD_LPAN    | 0A0H         | PAN-POT INTERPOLATION SETTING COMMAND          |
| ERR_SW      | 080Н         | BIT DATA REPRESENTING ALARM SOUND              |
| BGM_SW      | 040H         | BIT DATA REPRESENTING                          |
| BGIW_SW     | 04011        | RESTORATION-EFFECTIVE SOUND                    |
| HIT_SW      | 020H         | BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND |
| END_SW      | 010H         | BIT DATA REPRESENTING TERMINATION SOUND        |
| CLD MEM     | CLR_MEM 008H | THE NUMBER OF RAM DEVICES TO BE CLEARED        |
| CER_IVIEIVI |              | WHEN TERMINATION SOUND IS GENERATED            |
| FILTER      | 07FH         | DATA FOR EXTRACTING MUSIC NUMBER               |
| CH_MASK     | 003H         | DATA FOR EXTRACTING CHANNEL NUMBER USED        |
| CH1         | 0            | CHANNEL 1                                      |
| CH2         | _ , _ 1 _ ·  | CHANNEL 2                                      |
| CH3         | 2            | CHANNEL 3                                      |
| CH4         | 3            | CHANNEL 4                                      |
| CHANNELS    | 4            | NUMBER OF ALL CHANNELS                         |
| CENTER      | 63           | CENTER IN ASSIGNED POSITION                    |
| SDDT        | 82           | * TOTAL NUMBER OF PIECES OF SOUND              |
| EXDT        | 5            | * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.)  |
| RESUME      | 5            | * ERROR SOUND MUTE REQUEST NUMBER              |
| SOON_BIT    | 3            | REPLAY METHOD SETTING BIT                      |
| REP         | 00000100B    | BIT DATA REPRESENTING LOOP                     |
| _RPP8       | 040H         | OUTPUT PORT .                                  |
|             |              |  |

| 11 71#CION DDECENTATION               | LI-ZHI PRESENTATION   | LI-ZHI PRESENTATION SELECTION TABLE |                  |       |   |       |                                       |          |  |  |  |
|---------------------------------------|---|-------------------------------------|------------------|-------|---|-------|---------------------------------------|----------|--|--|--|
| <i>LI-ZHI</i> SIGN PRESENTATION       | LI-ZHI PRESENTATION   | 00                                  | 01               | 02    | 03                                      | 04    | 05                                    | 06       |  |  |  |
|                                       | NO <i>LI-ZHI</i> PRESENTATION   | 58732                               |                  |       | ·                                       |       | •                                     |          |  |  |  |
| NO <i>LI-ZHI</i> SIGN<br>PRESENTATION | NORMAL <i>LI-ZHI</i> FAILURE<br>PRESENTATION                                | 2500                                |                  |       |   |       |                                       |          |  |  |  |
|                                       | OSHIKURA LI-ZHI FAILURE<br>PRESENTATION                                     | 2000                                |                  | 65535 |   |       |                                       |          |  |  |  |
|                                       | <i>OSHIKURA LI-ZHI</i> WINNING PRESENTATION                                 |                                     |                  |       |   |       |                                       |          |  |  |  |
|                                       | POWERBALL 1 <i>LI-ZHI</i><br>FAILURE PRESENTATION                           | 1000                                |                  |       |   | 45875 |                                       |          |  |  |  |
|                                       | POWERBALL 1 <i>LI-ZHI</i><br>WINNING PRESENTATION                           |                                     |                  |       |   |       |                                       | <u> </u> |  |  |  |
|                                       | POWERBALL 2 <i>LI-ZHI</i><br>FAILURE PRESENTATION                           | 300                                 |                  |       |   | 13107 | · · · · · · · · · · · · · · · · · · · |          |  |  |  |
|                                       | POWERBALL 2 <i>LI-ZHI</i><br>WINNING PRESENTATION                           |                                     |                  |       |   |       |                                       |          |  |  |  |
| ·                                     | POWERBALL 3 <i>LI-ZHI</i> FAILURE PRESENTATION                              | 1                                   |                  |       |   | 6553  |                                       |          |  |  |  |
|                                       | POWERBALL 3 <i>LI-ZHI</i><br>WINNING PRESENTATION                           |                                     |                  |       |   |       |                                       |          |  |  |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZHI</i><br>FAILURE PRESENTATION   | 800                                 |                  |       |   |       |                                       | 4587     |  |  |  |
| ,                                     | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZHI</i><br>WINNING 1 PRESENTATION |                                     |                  |       |   |       |                                       |          |  |  |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZHI</i><br>WINNING 2 PRESENTATION |                                     |                  |       |   |       |                                       |          |  |  |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZHI</i> FAILURE<br>PRESENTATION    | 200                                 |                  |       |   |       |                                       | 1310     |  |  |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZHI</i> WINNING<br>1 PRESENTATION  |                                     |                  |       |   |       |                                       |          |  |  |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZHI</i> WINNING<br>2 PRESENTATION  |                                     | <del>, , "</del> |       |   |       |                                       |          |  |  |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZHI</i><br>FAILURE PRESENTATION  | 1                                   |                  |       |   | ·     |                                       | 655      |  |  |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZHI</i>                          |                                     |                  |       | *************************************** |       |                                       |          |  |  |  |
|                                       | WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER <i>LI-ZHI</i>     |                                     | ·                |       |   |       | ****                                  |          |  |  |  |

|                             | A THEODECENTATION                                | Ц        | <i>-ZHI</i> PR                                   | ESENTA   | ATION S  | ELECTI       | ON TAB       | LE |
|-----------------------------|--|----------|--|----------|----------|--------------|--------------|----|
| LI-ZHI SIGN PRESENTATION    | LI-ZHI PRESENTATION                              | 00       | 01   | 02       | 03       | 04           | 05           | 06 |
|                             | NO LI-ZHI PRESENTATION                           |          |  |          |          |              |              |    |
| <i>OSHIKURA LI-ZHI</i> SIGN | NORMAL <i>LI-ZHI</i> FAILURE                     |          |  |          |          | -            |              |    |
| PRESENTATION                | PRESENTATION                                     |          |  |          |          |              |              |    |
|                             | OSHIKURA LI-ZHI FAILURE                          | 1        | 65534  |          |          |              |              |    |
|                             | PRESENTATION .                                   | '        | 00004  |          |          |              |              |    |
|                             | <i>OSHIKURA LI-ZHI</i> WINNING                   |          |  |          |          | •            |              |    |
|                             | PRESENTATION                                     |          | ļ  |          |          |              |              |    |
|                             | POWERBALL 1 <i>LI-ZHI</i>                        |          | -1   |          |          |              |              |    |
|                             | FAILURE PRESENTATION                             |          |  |          |          |              |              |    |
|                             | POWERBALL 1 LI-ZHI                               |          | •  |          |          |              |              |    |
|                             | WINNING PRESENTATION                             |          |  |          |          |              |              | _  |
| •                           | POWERBALL 2 <i>LI-ZHI</i>                        |          |  |          |          |              |              |    |
|                             | FAILURE PRESENTATION                             |          |  |          |          | -            |              |    |
|                             | POWERBALL 2 LI-ZHI                               |          |  |          |          |              |              |    |
|                             | WINNING PRESENTATION                             |          | <del>                                     </del> |          |          |              |              |    |
|                             | POWERBALL 3 LI-ZHI                               |          | į  |          |          |              |              |    |
|                             | FAILURE PRESENTATION                             |          | ļ  |          |          | ļ            |              |    |
|                             | POWERBALL 3 LI-ZHI                               |          | i i  |          | ļ        |              |              |    |
|                             | WINNING PRESENTATION                             |          | -  |          |          |              |              |    |
|                             | BALANCING-ON-ROLLING-                            |          |  |          |          |              |              |    |
|                             | BALL RIGHT <i>LI-ZHI</i><br>FAILURE PRESENTATION |          |  |          |          |              |              |    |
|                             | BALANCING-ON-ROLLING-                            |          |  |          | <u> </u> |              |              |    |
| •                           | BALL RIGHT LI-ZHI                                |          |  |          |          |              |              |    |
|                             | WINNING 1 PRESENTATION                           |          |  |          |          |              |              |    |
|                             | BALANCING-ON-ROLLING-                            |          |  |          |          |              |              |    |
|                             | BALL RIGHT LI-ZHI                                |          |  |          |          |              |              |    |
|                             | WINNING 2 PRESENTATION                           |          |  |          | 1        |              |              |    |
|                             | BALANCING-ON-ROLLING-                            |          |  |          |          |              |              |    |
|                             | BALL LEFT <i>LI-ZHI</i> FAILURE                  |          |  |          |          |              |              |    |
|                             | PRESENTATION                                     |          |  |          |          |              |              |    |
|                             | BALANCING-ON-ROLLING-                            |          |  |          |          |              |              |    |
|                             | BALL LEFT <i>LI-ZHI</i> WINNING                  |          |  |          |          |              |              |    |
| •                           | 1 PRESENTATION                                   |          |  |          |          | ļ            |              |    |
|                             | BALANCING-ON-ROLLING-                            |          |  |          | 1        |              |              |    |
|                             | BALL LEFT LI-ZHI WINNING                         |          |  |          |          |              |              |    |
|                             | 2 PRESENTATION                                   | <u> </u> |  |          | ļ        |              |              |    |
|                             | BALANCING-ON-ROLLING-                            |          |  |          | 1        |              |              |    |
|                             | BALL CENTER LI-ZHI                               |          |  |          |          |              |              |    |
|                             | FAILURE PRESENTATION                             |          |  | <b> </b> | <b> </b> | <del> </del> |              |    |
|                             | BALANCING-ON-ROLLING-                            |          | 1  |          |          |              |              |    |
|                             | BALL CENTER LI-ZHI                               |          |  | 1        |          |              |              |    |
|                             | WINNING 1 PRESENTATION                           | 1        | <u> </u>   | ļ        |          |              | <del> </del> |    |
|                             | BALANCING-ON-ROLLING-                            |          | 1.   | 1        | 1        |              |              |    |
|                             | BALL CENTER LI-ZHI                               |          | [  |          |          | [            | 1            |    |
| L                           | WINNING 2 PRESENTATION                           | L        | 1  | <u> </u> | I        | <u> </u>     | <u> </u>     | l  |

| LI ZUICION DOCCENTATION         | <i>LI-ZHI</i> PRESENTATION                               | LI-ZHI   | PRESEN   | ITATIO   | SELEC          | TION T | ABLE |    |
|---------------------------------|--|--|--|----------|----------------|--------|------|----|
| <i>LI-ZHI</i> SIGN PRESENTATION | LI-ZHI PRESENTATION                                      | 00   | 01   | 02       | 03             | 04     | 05   | 06 |
|                                 | NO <i>LI-ZHI</i> PRESENTATION                            |  |  |          |                |        |      |    |
| POWERBALL LI-ZHI SIGN           | NORMAL <i>LI-ZHI</i> FAILURE                             |  |  |          |                |        |      |    |
| PRESENTATION                    | PRESENTATION   |  |  |          |                |        |      | L  |
|                                 | OSHIKURA LI-ZHI FAILURE                                  |  |  |          |                |        |      |    |
|                                 | PRESENTATION   |  |  |          |                |        |      |    |
|                                 | OSHIKURA LI-ZHI WINNING                                  |  |  |          |                |        |      |    |
|                                 | PRESENTATION   | ļ  |  | <u> </u> |                |        |      |    |
|                                 | POWERBALL 1 LI-ZHI                                       |  |  |          | 39320          |        |      |    |
|                                 | FAILURE PRESENTATION                                     |  |  |          | 33020          |        |      | ,  |
|                                 | POWERBALL 1 LI-ZHI                                       |  |  | 1        |                |        |      | ÷  |
|                                 | WINNING PRESENTATION                                     |  |  | <u> </u> |                |        |      |    |
|                                 | POWERBALL 2 LI-ZHI                                       |  |  |          | 19661          |        |      |    |
|                                 | FAILURE PRESENTATION                                     |  |  |          | 10001          |        |      | ,  |
|                                 | POWERBALL 2 <i>LI-ZHI</i>                                |  | 1  | Ì        |                |        |      |    |
| •                               | WINNING PRESENTATION                                     |  |  |          |                |        |      |    |
|                                 | POWERBALL 3 LI-ZHI                                       |  |  | ]        | 6553           |        |      | ł  |
|                                 | FAILURE PRESENTATION                                     |  | ļ. <u>.</u>  |          |                |        |      |    |
|                                 | POWERBALL 3 <i>LI-ZHI</i>                                | 1  |  |          |                |        |      |    |
|                                 | WINNING PRESENTATION                                     |  |  |          |                |        |      |    |
|                                 | BALANCING-ON-ROLLING-                                    |  |  | 1        |                |        |      | ı. |
|                                 | BALL RIGHT <i>LI-ZHI</i>                                 |  |  |          |                |        |      |    |
|                                 | FAILURE PRESENTATION                                     |  |  |          | <u> </u>       |        |      |    |
|                                 | BALANCING-ON-ROLLING-                                    |  |  |          |                |        |      |    |
| •                               | BALL RIGHT <i>LI-ZHI</i>                                 |  |  |          |                |        |      |    |
|                                 | WINNING 1 PRESENTATION                                   |  | ļ <u>.</u>   |          | .              |        |      |    |
|                                 | BALANCING-ON-ROLLING-                                    |  |  |          |                |        |      | i  |
|                                 | BALL RIGHT <i>LI-ZHI</i>                                 |  |  |          |                |        |      | Į  |
|                                 | WINNING 2 PRESENTATION                                   | <del>                                     </del> | <del>                                       </del> |          | <del>   </del> |        |      |    |
|                                 | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZHI</i> FAILURE |  |  |          | 1 [            |        |      |    |
|                                 | PRESENTATION   |  |  | Ì        |                |        |      |    |
|                                 | BALANCING-ON-ROLLING-                                    |  |  |          | ·              |        |      |    |
| ·                               | BALL LEFT LI-ZHI WINNING                                 | Į  |  |          |                |        |      | l  |
|                                 | 1 PRESENTATION   | 1  |  |          |                |        |      | ĺ  |
|                                 | BALANCING-ON-ROLLING-                                    |  |  | ·        |                | ·      |      |    |
|                                 | BALL LEFT LI-ZHI WINNING                                 |  | 1  | l        |                |        |      |    |
|                                 | 2 PRESENTATION   |  |  | 1        |                |        | 1    |    |
|                                 | BALANCING-ON-ROLLING-                                    | · -  |  |          | 1              |        |      |    |
|                                 | BALL CENTER LI-ZHI                                       |  | 1  |          |                |        |      |    |
|                                 | FAILURE PRESENTATION                                     | L_ ·   | <u> </u>   | <u> </u> |                |        |      |    |
|                                 | BALANCING-ON-ROLLING-                                    |  |  |          |                |        |      |    |
| •                               | BALL CENTER LI-ZHI                                       |  | İ  |          |                |        |      | 1  |
|                                 | WINNING 1 PRESENTATION                                   | ļ  | <u></u>  | L        |                |        |      |    |
|                                 | BALANCING-ON-ROLLING-                                    |  |  |          |                |        |      |    |
| •                               | BALL CENTER LI-ZHI                                       |  |  | 1        | '              |        |      | '  |
|                                 | WINNING 2 PRESENTATION                                   |  |  | l        |                |        |      | L  |

| DURING NORMAL PLAY(GNRLF  | RECH)  |          |  |              | 70110  | EL E0         | TON T      | ADI E  |
|---------------------------|--|----------|--|--------------|--|---------------|------------|--|
| LI-ZHI SIGN PRESENTATION  | LI-ZHIPRESENTATION                                 |          |  |              |  |               | TON T      |  |
|                           |  | _00      | 01   | 02           | 03   | 04            | 05         | 06_  |
|                           | NO <i>LI-ZHI</i> PRESENTATION                      |          |  |              |  |               |            |  |
| BALANCING-ON-ROLLING-BALL | NORMAL / I-ZH/FAILURE                              |          |  |              |  |               |            |  |
| LI-ZHI PRESENTATION       | PRESENTATION                                       |          |  |              |  |               |            |  |
| L-ZHIPRESENTATION         | OSHIKURA LI-ZHI FAILURE                            |          |  |              | <u> </u>   |               |            |  |
|                           | PRESENTATION                                       | •        |  |              |  |               |            |  |
|                           | OSHIKURA LI-ZHIWINNING                             | <u> </u> |  |              |  |               | li         |  |
|                           | PRESENTATION                                       |          |  |              |  |               |            |  |
|                           | POWERBALL 1 LI-ZHI                                 |          |  |              |  |               |            |  |
|                           | FAILURE PRESENTATION                               | 1        |  |              |  | ļ             |            |  |
|                           | POWERBALL 1 LI-ZHI                                 | <u>_</u> |  |              |  | l             |            |  |
|                           | WINNING PRESENTATION                               |          |  |              |  | l             |            |  |
|                           | POWERBALL 2 LI-ZHI                                 | i        |  |              |  |               |            |  |
|                           | FAILURE PRESENTATION                               | ŀ        |  |              |  |               |            |  |
|                           | POWERBALL 2 LI-ZHI                                 | <u> </u> |  |              |  |               |            |  |
|                           | WINNING PRESENTATION                               |          |  |              |  |               |            | -  |
|                           | POWERBALL 3 LI-ZHI                                 |          |  |              |  |               |            |  |
|                           | FAILURE PRESENTATION                               |          |  |              |  | į.            |            |  |
|                           | POWERBALL 3 LI-ZHI                                 |          |  |              |  |               |            |  |
|                           | WINNING PRESENTATION                               |          |  | Į.           |  | _             |            |  |
|                           | BALANCING-ON-ROLLING-                              |          |  |              |  |               |            |  |
|                           | BALL RIGHT <i>LI-ZHI</i>                           | 1        | ļ  |              | 1  |               | 39320      |  |
|                           | FAILURE PRESENTATION                               |          | İ  |              |  |               | ļ. <u></u> |  |
| •                         | BALANCING-ON-ROLLING-                              |          |  |              |  |               | •          |  |
|                           | BALL RIGHT <i>LI-ZHI</i>                           |          |  | !            |  |               |            | -  |
|                           | WINNING 1 PRESENTATION                             | <u></u>  | <u></u>  |              |  | <u></u>       | ļ          |  |
|                           | BALANCING-ON-ROLLING-                              |          |  |              |  |               |            |  |
|                           | BALL RIGHT LI-ZHIWINNING                           | 1        |  |              |  |               |            |  |
|                           | 2 PRESENTATION                                     | <u> </u> | <u> </u>   | ļ            | <b> </b>   |               | <u> </u>   |  |
|                           | BALANCING-ON-ROLLING-                              |          |  | ļ            |  |               |            |  |
|                           | BALL LEFT LF-ZH FAILURE                            | 1        |  |              |  |               | 19661      |  |
|                           | PRESENTATION                                       | <u> </u> | ļ  |              | <b> </b>   | ļ             | ļi         |  |
| •                         | BALANCING-ON-ROLLING-                              |          | 1  |              |  | -             |            |  |
|                           | BALL LEFT LI-ZHI WINNING                           | 1        |  |              |  | ļ             | Į l        |  |
|                           | 1 PRESENTATION                                     | <b> </b> |  |              | <del> </del>                                     | - <del></del> |            | _  |
| '                         | BALANCING-ON-ROLLING-                              |          | j  |              |  |               |            |  |
|                           | BALL LEFT LI-ZHI WINNING                           | 1        |  | 1            |  |               |            | l  |
|                           | 2 PRESENTATION                                     | ├──      | <del>                                     </del> | <del> </del> | <del>}</del>                                     | <del> </del>  | 1          | <del>                                     </del> |
|                           | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZHI</i> |          |  | 1            |  |               |            |  |
|                           | FAILURE PRESENTATION                               | 1        | ļ  |              | 1  |               | 1          |  |
|                           | BALANCING-ON-ROLLING-                              |          | -  | <b> </b>     | -  | <del> </del>  | <b> </b>   | <del> </del>                                     |
|                           | BALL CENTER LI-ZHI                                 | 1        |  |              |  |               |            |  |
| , '                       | WINNING 1 PRESENTATION                             |          |  |              |  |               | 1          | 1  |
|                           | BALANCING-ON-ROLLING-                              |          | <del>                                     </del> |              | <del>                                     </del> | 1             | 1          | t  |
| 1                         | BALL CENTER LI-ZHI                                 |          |  |              |  |               | 1          |  |
|                           | WINNING 2 PRESENTATION                             | 1        |  |              | 1  |               |            |  |
|                           | 1  |          |  |              |  |               |            |  |

| 11 7 WOLON DOCCENTATION      | / L-ZL/IDDESENTATION                              | LI-ZF | //PRE    | SENTA    | TION S   | SELEC | ΠΟΝ Τ | ABLE |
|------------------------------|---|-------|----------|----------|----------|-------|-------|------|
| LI-ZHI SIGN PRESENTATION     | LFZM PRESENTATION                                 | 00    | 01       | 02       | 03       | 04    | 05    | 06   |
|                              | NO <i>LI-ZHI</i> PRESENTATION                     |       |          |          |          |       |       |      |
| YAH-HOO SIGN<br>PRESENTATION | NORMAL <i>LI-ZHI</i> FAILURE<br>PRESENTATION      |       |          |          | i        |       |       |      |
|                              | OSHIKURA LI-ZHI FAILURE                           |       |          | <u> </u> |          |       | 1     |      |
|                              | PRESENTATION                                      |       | ļ        |          |          |       |       |      |
|                              | OSHIKURA LI-ZHIWINNING PRESENTATION               |       |          |          | ;        |       |       |      |
|                              | POWERBALL 1 <i>LF-ZHI</i><br>FAILURE PRESENTATION |       |          |          |          |       |       |      |
|                              | POWERBALL 1 LI-ZHI                                |       |          | <u> </u> | <b> </b> |       |       |      |
|                              | WINNING PRESENTATION                              |       |          |          | ĺ        | ŀ     |       |      |
|                              | POWERBALL 2 LI-ZHI                                |       |          | ,        | <u> </u> |       |       |      |
|                              | FAILURE PRESENTATION                              |       |          |          | ,        |       |       |      |
|                              | POWERBALL 2 LI-ZHI                                |       |          |          |          | ĺ     |       |      |
|                              | WINNING PRESENTATION                              |       |          |          |          | ŀ     |       |      |
|                              | POWERBALL 3 LI-ZHI                                |       |          |          |          |       |       |      |
|                              | FAILURE PRESENTATION                              |       |          |          |          |       |       |      |
|                              | POWERBALL 3 LI-ZHI                                |       |          |          |          |       |       |      |
|                              | WINNING PRESENTATION                              |       |          |          |          |       |       |      |
|                              | BALANCING-ON-ROLLING-                             |       |          |          |          |       |       |      |
|                              | BALL RIGHT <i>LI-ZHI</i> FAILURE                  |       |          |          |          |       |       |      |
|                              | PRESENTATION                                      |       |          |          |          |       | :     |      |
|                              | BALANCING-ON-ROLLING-                             |       |          |          |          |       |       |      |
|                              | BALL RIGHT <i>LI-ZHI</i> WINNING 1                |       |          |          |          |       |       |      |
|                              | PRESENTATION                                      |       |          |          |          |       |       |      |
| · ·                          | BALANCING-ON-ROLLING-                             |       |          |          | -        |       |       |      |
|                              | BALL RIGHT <i>LI-ZHI</i> WINNING 2                |       |          |          |          |       |       |      |
| •                            | PRESENTATION                                      |       |          |          |          |       |       |      |
|                              | BALANCING-ON-ROLLING-                             |       |          |          |          |       |       |      |
|                              | BALL LEFT <i>LF-ZHI</i> FAILURE                   |       | -        |          |          |       |       |      |
|                              | PRESENTATION                                      |       |          |          |          |       |       |      |
| ·                            | BALANCING-ON-ROLLING-                             |       |          |          |          |       |       |      |
|                              | BALL LEFT LI-ZHI WINNING 1                        |       |          |          |          |       |       |      |
| ·•                           | PRESENTATION                                      |       |          |          |          |       |       |      |
|                              | BALANCING-ON-ROLLING-                             |       |          |          |          |       |       |      |
|                              | BALL LEFT <i>LI-ZHI</i> WINNING 2                 |       |          |          |          |       |       |      |
|                              | PRESENTATION                                      |       |          |          |          |       |       |      |
|                              | BALANCING-ON-ROLLING-                             |       |          |          |          |       | erro  |      |
|                              | BALL CENTER <i>LI-ZHI</i> FAILURE<br>PRESENTATION |       |          |          |          |       | 6553  |      |
|                              | BALANCING-ON-ROLLING-                             |       |          | -        |          |       |       |      |
|                              | BALL CENTER LI-ZHI                                |       |          |          |          |       |       |      |
|                              | WINNING 1 PRESENTATION                            |       |          |          |          |       |       |      |
|                              | BALANCING-ON-ROLLING-                             |       | <u>:</u> | ļ        |          |       |       |      |
|                              | BALL CENTER LI-ZHI                                |       |          | l i      |          | ŀ     |       |      |
|                              | WINNING 2 PRESENTATION                            |       |          |          |          |       |       |      |

FIG.82

LI-ZH/PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

|                          | A TERROPORTATION                                  |  | LI-ZF    | LI-ZHIPRESENTATION SELECTION TABLE |             |    |          |       |    |
|--------------------------|---|--|----------|------------------------------------|-------------|----|----------|-------|----|
| LI-ZHI SIGN PRESENTATION | LI-ZHIPRESENTATION                                | 00   | 02       | 07                                 | 08          | 09 | 10       | 18    | 19 |
|                          | NO <i>LI-ZHI</i> PRESENTATION                     | 58732  |          |                                    |             |    |          |       |    |
| NO <i>LI-ZHI</i> SIGN    | NORMAL <i>LI-ZHI</i> FAILURE                      | 0500   |          |                                    |             |    |          | 58935 |    |
| PRESENTATION             | PRESENTATION                                      | 2500   |          |                                    |             |    |          | 30333 | _  |
|                          | OSHIKURA LI-ZHI FAILURE                           | 2000   | 65535    |                                    |             |    |          | 200   |    |
| ŧ                        | PRESENTATION                                      | 2000   | 0        |                                    |             |    |          |       |    |
|                          | OSHIKURA LI-ZHI WINNING                           | 1  |          |                                    |             |    |          |       |    |
|                          | PRESENTATION                                      |  |          |                                    | ļ           |    | <u> </u> |       |    |
|                          | POWERBALL 1 <i>LI-ZHI</i>                         | 1000   |          |                                    | 9830        |    |          | 1     |    |
|                          | FAILURE PRESENTATION                              | ,000   |          |                                    |             |    | ļ        |       |    |
|                          | POWERBALL 1 <i>LI-ZHI</i>                         |  | ľ        |                                    |             |    | İ        |       |    |
|                          | WINNING PRESENTATION                              |  |          |                                    |             |    |          |       |    |
|                          | POWERBALL 2 LI-ZHI                                | 300  |          |                                    | 16384       |    | ì        | 199   |    |
|                          | FAILURE PRESENTATION                              |  |          |                                    |             |    |          |       |    |
|                          | POWERBALL 2 LI-ZHI                                |  |          |                                    |             |    |          |       |    |
|                          | WINNING PRESENTATION                              |  |          |                                    |             |    |          |       |    |
|                          | POWERBALL 3 <i>LI-ZHI</i>                         | 1  |          |                                    | 39321       |    |          | 2000  |    |
|                          | FAILURE PRESENTATION                              |  |          |                                    |             |    |          |       |    |
|                          | POWERBALL 3 LI-ZHI                                |  |          |                                    |             |    |          |       | •  |
|                          | WINNING PRESENTATION                              |  |          |                                    |             |    |          |       |    |
|                          | BALANCING-ON-ROLLING-                             |  |          |                                    |             |    |          |       |    |
|                          | BALL RIGHT <i>LI-ZHI</i>                          | 800  |          |                                    |             |    | 9830     | 1 .   |    |
|                          | FAILURE PRESENTATION                              |  |          |                                    | <del></del> |    |          |       |    |
|                          | BALANCING-ON-ROLLING-                             |  |          |                                    |             |    |          |       |    |
|                          | BALL RIGHT <i>LI-ZHI</i>                          |  |          |                                    |             |    |          |       |    |
|                          | WINNING 1 PRESENTATION                            |  |          |                                    |             |    |          |       |    |
|                          | BALANCING-ON-ROLLING-                             |  |          |                                    |             |    |          |       |    |
|                          | BALL RIGHT <i>LI-ZHI</i>                          |  |          |                                    |             |    |          |       |    |
|                          | WINNING 2 PRESENTATION                            | _  | _        |                                    |             |    |          |       |    |
|                          | BALANCING-ON-ROLLING-                             | 200  |          |                                    |             |    | 16384    | 199   |    |
|                          | BALL LEFT <i>LI-ZH</i> FAILURE  <br>IPRESENTATION | 200  |          |                                    |             |    | 10304    | 133   |    |
|                          | BALANCING-ON-ROLLING-                             |  |          |                                    |             |    |          |       |    |
|                          | BALL LEFT LI-ZHIWINNING                           |  |          |                                    |             |    |          |       |    |
|                          | 1 PRESENTATION                                    |  |          |                                    |             |    |          |       |    |
|                          | BALANCING-ON-ROLLING-                             |  |          |                                    |             |    |          |       |    |
|                          | BALL LEFT LI-ZH/WINNING                           |  |          |                                    |             |    |          |       |    |
|                          | 2 PRESENTATION                                    |  |          |                                    |             |    |          |       |    |
|                          | BALANCING-ON-ROLLING-                             | <del></del>                                      | <u> </u> |                                    |             |    |          |       |    |
|                          | BALL CENTER LI-ZHI                                | 1 1  |          |                                    |             |    | 39321    | 2000  |    |
| ,                        | FAILURE PRESENTATION                              | l <sup>'</sup>                                   |          |                                    |             |    |          |       |    |
|                          | BALANCING-ON-ROLLING-                             | <del>                                     </del> |          |                                    | 1           |    |          |       |    |
|                          | BALL CENTER LI-ZHI                                | l  |          |                                    |             |    |          |       |    |
|                          | WINNING I PRESENTATION                            |  |          |                                    |             |    |          |       |    |
|                          | BALANCING-ON-ROLLING-                             |  | <u> </u> |                                    |             |    |          |       |    |
|                          | BALL CENTER <i>LI-ZHI</i>                         | 1  |          |                                    |             |    |          |       |    |
|                          | WINNING 2 PRESENTATION                            |  |          |                                    |             | 1  |          |       |    |

FIG.83

LI-ZH/PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

| <i>LI-ZHI</i> PRESENTATION    |  | LI-ZF   | # PKESE  | UITA IN:   | TION SELECTION TABLE  |   |   |  |  |  |
|-------------------------------|--|---|--|--|---|---|---|--|--|--|
|                               | 00   | 02  | 07   | 08   | 09  | 10  | 18  | 19   |  |  |
| NO <i>LI-ZHI</i> PRESENTATION |  |   |  |  |   | ^ .   |   |  |  |  |
| NORMAL LI-ZH/FAILURE          |  |   |  |  |   |   |   |  |  |  |
|                               |  |   |  |  | }   | ŀ   | l   |  |  |  |
|                               |  |   |  |  |   |   | 2000  | 64535  |  |  |
|                               | 1  |   |  |  | 1   |   | 2000  | 04333  |  |  |
|                               |  |   |  |  |   |   |   |  |  |  |
| PRESENTATION                  |  |   |  |  | <b> </b>  |   |   |  |  |  |
| POWERBALL 1 <i>LI-ZHI</i>     |  |   |  |  |   |   |   | 1000   |  |  |
| FAILURE PRESENTATION          |  | .   |  |  |   |   |   | 1000   |  |  |
| POWERBALL 1 LI-ZHI            |  |   |  |  |   |   |   |  |  |  |
| WINNING PRESENTATION          |  |   |  |  |   |   |   |  |  |  |
| POWERBALL 2 LI-ZHI            |  |   |  |  |   |   |   |  |  |  |
| FAILURE PRESENTATION          |  |   |  |  |   |   |   |  |  |  |
| POWERBALL 2 LI-ZHI            |  |   |  |  |   |   |   |  |  |  |
| WINNING PRESENTATION          |  |   |  |  |   |   |   |  |  |  |
| POWERBALL 3 LI-ZHI            |  |   |  |  |   |   | 1   |  |  |  |
| FAILURE PRESENTATION          |  |   | <b>.</b>   |  |   |   |   |  |  |  |
| POWERBALL 3 <i>LI-ZHI</i>     |  |   |  |  |   |   | i   |  |  |  |
| WINNING PRESENTATION          |  |   |  |  |   |   |   |  |  |  |
| BALANCING-ON-ROLLING-         |  |   |  |  |   |   |   |  |  |  |
| BALL RIGHT <i>LI-ZH</i> I     |  |   |  |  |   |   |   |  |  |  |
| FAILURE PRESENTATION          |  |   |  |  |   |   | ļ <u></u>   |  |  |  |
| BALANCING-ON-ROLLING-         |  |   |  |  |   |   | ŀ   |  |  |  |
| BALL RIGHT <i>LI-ZHI</i>      |  |   |  |  |   |   |   |  |  |  |
| WINNING I PRESENTATION        |  |   |  | ļ  |   |   |   | ļ  |  |  |
| BALANCING-ON-ROLLING-         |  |   |  | 1  |   |   | 1   |  |  |  |
| BALL RIGHT <i>LI-ZHI</i>      |  |   |  |  |   |   |   | 1  |  |  |
|                               | _  |   |  | <u> </u>   | ļ   | <b> </b>  | <u> </u>  | ├  |  |  |
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|                               |  |   |  |  |   |   |   |  |  |  |
| PRESENTATION                  |  |   |  | ļ  | ļ   | <b> </b>  | ļ .   |  |  |  |
| <b>-</b>                      |  |   |  |  | ĺ   | 1   | 1   |  |  |  |
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|                               | 1  | 1   |  |  |   | ł   |   |  |  |  |
|                               |  |   | 1  | 1  |   |   |   |  |  |  |
|                               | NORMAL LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIFAILURE PRESENTATION POWERBALL 1 LI-ZHI FAILURE PRESENTATION POWERBALL 1 LI-ZHI WINNING PRESENTATION POWERBALL 2 LI-ZHI WINNING PRESENTATION POWERBALL 2 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIFAILURE PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 3 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 4 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION | NO LI-ZHIPRESENTATION  NORMAL LI-ZHIFAILURE  PRESENTATION  OSHIKURA LI-ZHIFAILURE  PRESENTATION  OSHIKURA LI-ZHIWINNING  PRESENTATION  POWERBALL 1 LI-ZHI  WINNING PRESENTATION  POWERBALL 1 LI-ZHI  WINNING PRESENTATION  POWERBALL 2 LI-ZHI  FAILURE PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI  WINNING 2 PRESENTATION  BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI  WINNING 2 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  1 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  2 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  2 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  3 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  4 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION | NO LI-ZHIPRESENTATION  NORMAL LI-ZHIFAILURE  PRESENTATION  OSHIKURA LI-ZHIFAILURE  PRESENTATION  OSHIKURA LI-ZHIFAILURE  PRESENTATION  POWERBALL 1 LI-ZHI  FAILURE PRESENTATION  POWERBALL 1 LI-ZHI  WINNING PRESENTATION  POWERBALL 2 LI-ZHI  WINNING PRESENTATION  POWERBALL 2 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  BALANCING-ON-ROLLING-  BALL RIGHT LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING-  BALL RIGHT LI-ZHI  WINNING 2 PRESENTATION  BALANCING-ON-ROLLING-  BALL LEFT LI-ZHIFAILURE  PRESENTATION  BALANCING-ON-ROLLING-  BALL LEFT LI-ZHIWINNING  1 PRESENTATION  BALANCING-ON-ROLLING-  BALL LEFT LI-ZHIWINNING  2 PRESENTATION  BALANCING-ON-ROLLING-  BALL LEFT LI-ZHIWINNING  1 PRESENTATION  BALANCING-ON-ROLLING-  BALL LEFT LI-ZHIWINNING  2 PRESENTATION  BALANCING-ON-ROLLING-  BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING-  BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING-  BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING-  BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING-  BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING-  BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING-  BALL CENTER LI-ZHI  WINNING 1 PRESENTATION | NO LI-ZHIPRESENTATION  NORMAL LI-ZHIFAILURE  PRESENTATION  OSHIKURA LI-ZHIFAILURE  PRESENTATION  OSHIKURA LI-ZHIWINNING  PRESENTATION  POWERBALL 1 LI-ZHI  FAILURE PRESENTATION  POWERBALL 1 LI-ZHI  WINNING PRESENTATION  POWERBALL 2 LI-ZHI  WINNING PRESENTATION  POWERBALL 2 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  POWERBALL 3 LI-ZHI  WINNING PRESENTATION  BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI  WINNING 2 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIFAILURE  PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  1 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  2 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  1 PRESENTATION  BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING  2 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION  BALANCING-ON-ROLLING- BALL CENTER LI-ZHI  WINNING 1 PRESENTATION | NO LI-ZHIPRESENTATION NORMAL LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIWINNING PRESENTATION POWERBALL 1 LI-ZHI WINNING PRESENTATION POWERBALL 2 LI-ZHI WINNING PRESENTATION POWERBALL 2 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIFAILURE PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 2 PRESENTATION 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BALANCING-ON-ROLLING- BALL LEFT LI-ZHIFAILURE PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIFWINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 3 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI | NO LI-ZHIPRESENTATION NORMAL LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIVININING PRESENTATION PRESENTATION POWERBALL 1 LI-ZHI FAILURE PRESENTATION POWERBALL 1 LI-ZHI FAILURE PRESENTATION POWERBALL 2 LI-ZHI FAILURE PRESENTATION POWERBALL 2 LI-ZHI FAILURE PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING I PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LIGHT LI-ZHIWINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIWINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI | NO LI-ZHIPRESENTATION NORMAL LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIFAILURE PRESENTATION OSHIKURA LI-ZHIFAILURE PRESENTATION POWERBALL 1 LI-ZHI WINNING PRESENTATION POWERBALL 2 LI-ZHI WINNING PRESENTATION POWERBALL 2 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION POWERBALL 3 LI-ZHI WINNING PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 1 PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LIET LI-ZHIWINING BALANCING-ON-ROLLING- BALL LIET LI-ZHIWINING BALANCING-ON-ROLLING- BALL LIET LI-ZHIWINING 1 PRESENTATION BALANCING-ON-ROLLING- BALL LIET LI-ZHIWINING 1 PRESENTATION BALANCING-ON-ROLLING- BALL LIET LI-ZHIWINING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LIET LI-ZHIWINING 1 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION |  |  |

FIG.84

LI-ZHIPRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

| A TROUBLE DESCRIPTATION  | <i>LI-ZHI</i> PRESENTATION                         |                | LJ-ZF        | #PRESE   | ОПАТИ       | N SELEC  | топ Т  | DN TABLE     |    |
|--------------------------|--|----------------|--------------|----------|-------------|--|--|--------------|----|
| LI-ZHI SIGN PRESENTATION | L-ZAIFRESENTATION                                  | 00             | 02           | 07       | 80          | 09   | 10   | 18           | 19 |
|                          | NO <i>LI-ZHI</i> PRESENTATION                      |                |              |          |             |  |  | <u> </u>     |    |
| POWERBALL LI-ZHISIGN     | NORMAL <i>LI-ZHI</i> FAILURE                       |                |              |          |             |  |  |              |    |
|                          | PRESENTATION                                       |                | _            |          |             |  |  |              |    |
| _                        | <i>OSHIKURA LI-ZHI</i> FAILURE                     | _              |              |          |             |  |  |              |    |
|                          | PRESENTATION                                       |                |              |          |             |  |  |              |    |
|                          | OSHIKURA LI-ZHIWINNING                             |                |              |          |             |  |  | <b>!</b> [   |    |
|                          | PRESENTATION                                       |                |              |          |             |  |  |              |    |
|                          | POWERBALL 1 LI-ZHI                                 |                | Γ            | 12106    |             |  |  |              |    |
|                          | FAILURE PRESENTATION                               |                |              | 12100    | <del></del> |  |  |              |    |
|                          | POWERBALL 1 LI-ZHI                                 |                |              |          |             |  |  |              |    |
|                          | WINNING PRESENTATION                               |                |              |          |             |  |  |              |    |
|                          | POWERBALL 2 LI-ZHI                                 |                |              | 19661    |             |  |  |              |    |
|                          | FAILURE PRESENTATION                               |                |              | 13001    |             |  |  |              |    |
|                          | POWERBALL 2 LI-ZHI                                 |                |              |          |             |  |  |              |    |
| -                        | WINNING PRESENTATION                               |                |              |          |             |  |  |              |    |
|                          | POWERBALL 3 LI-ZHI                                 |                |              | 32768    |             |  |  |              |    |
|                          | FAILURE PRESENTATION                               |                |              | 32,00    |             | ļ  |  |              |    |
|                          | POWERBALL 3 LI-ZHI                                 |                |              |          |             |  |  | ] ]          |    |
|                          | WINNING PRESENTATION                               |                |              |          |             |  |  |              |    |
|                          | BALANCING-ON-ROLLING-                              |                |              | 1        |             | <b>.</b>   |  |              |    |
|                          | BALL RIGHT <i>LF-ZHI</i> FAILURE                   |                | 1            | 1000     |             |  |  |              |    |
|                          | PRESENTATION                                       |                |              |          |             | ļ  |  |              |    |
|                          | BALANCING-ON-ROLLING-                              |                |              |          |             |  |  |              |    |
|                          | BALL RIGHT <i>LI-ZHI</i> WINNING                   |                |              |          |             | l  |  |              |    |
|                          | 1 PRESENTATION                                     |                | <b> </b>     |          |             | ļ  |  | ļ            |    |
|                          | BALANCING-ON-ROLLING-                              |                | }            |          |             |  |  |              |    |
|                          | BALL RIGHT <i>LI-ZHI</i> WINNING                   |                |              |          |             |  |  |              |    |
|                          | 2 PRESENTATION                                     |                |              | <u> </u> | ļ           | <del>                                     </del> | <del>                                     </del> |              |    |
|                          | BALANCING-ON-ROLLING-                              |                | ł            | ]        |             | 1  |  |              |    |
|                          | BALL LEFT <i>LI-ZHI</i> FAILURE                    |                |              |          |             |  |  |              |    |
|                          | PRESENTATION                                       |                | ļ            | <u> </u> |             |  | <b> </b>   | ļ            |    |
| •                        | BALANCING-ON-ROLLING-                              |                | ł            | 1        |             |  | Ì  | 1            |    |
|                          | BALL LEFT LI-ZH/WINNING                            |                |              |          |             |  |  |              |    |
|                          | 1 PRESENTATION                                     |                | <b></b>      | <u> </u> |             |  |  |              |    |
|                          | BALANCING-ON-ROLLING-                              | 1              | ł            |          |             | 1  |  |              |    |
|                          | BALL LEFT LI-ZH/WINNING                            |                |              |          |             | :  |  |              |    |
|                          | 2 PRESENTATION                                     | <del> </del> - |              | +        | <u> </u>    | <del> </del>                                     | <del> </del>                                     |              |    |
|                          | BALANCING-ON-ROLLING-                              |                | i            |          |             |  |  | 1            |    |
|                          | BALL CENTER LI-ZH                                  | Ì              |              | ļ        |             |  | Į.   |              | l  |
|                          | FAILURE PRESENTATION                               | ļ <u> </u>     |              |          |             | · <del> </del>                                   | 1  | -            |    |
|                          | BALANCING-ON-ROLLING-                              |                |              |          |             |  |  |              |    |
| •                        | BALL CENTER LI-ZH                                  | 1              |              |          |             | 1  | 1  | 1            | 1  |
|                          | WINNING 1 PRESENTATION                             |                | <del> </del> | -        |             | <del> </del>                                     | ·  | <del> </del> |    |
|                          | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZHI</i> |                |              | 1        |             | 1  | 1  | 1            |    |
| r .                      | WINNING 2 PRESENTATION                             |                |              |          |             |  |  |              |    |

#### LI-ZH/PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

| LI-ZHIPRESENTATION SEL   |                               |             |              |              |               | N SELEC        |    |  |              |
|--------------------------|-------------------------------|-------------|--------------|--------------|---------------|----------------|----|--|--------------|
| LI-ZHI SIGN PRESENTATION | <i>LI-ZHI</i> PRESENTATION    | 00          | 02           | 07           | 08            | 09             | 10 | 18   | 19           |
|                          | NO <i>LI-ZHI</i> PRESENTATION |             |              |              |               |                |    |  |              |
| BALANCING-ON-ROLLING-B   | NORMAL LI-ZHIFAILURE          |             |              |              |               |                |    |  |              |
| ALL LI-ZHIPRESENTATION   | PRESENTATION                  |             |              |              |               |                |    |  |              |
|                          | OSHIKURA LI-ZHI FAILURE       |             |              |              |               |                |    |  |              |
| •                        | PRESENTATION                  |             |              |              |               |                |    |  |              |
|                          | OSHIKURA LI-ZHIWINNING        |             |              |              |               |                |    |  |              |
|                          | PRESENTATION                  |             |              |              |               |                |    |  |              |
|                          | POWERBALL 1 LI-ZHI            |             |              |              |               |                |    |  |              |
|                          | FAILURE PRESENTATION          |             |              |              |               |                |    |  |              |
|                          | POWERBALL 1 LI-ZHI            |             |              |              |               |                |    |  |              |
|                          | WINNING PRESENTATION          |             |              |              |               |                |    |  |              |
|                          | POWERBALL 2 LI-ZHI            |             |              |              |               |                |    |  |              |
|                          | FAILURE PRESENTATION          | <u> </u>    |              |              |               |                |    |  |              |
|                          | POWERBALL 2 LI-ZHI            |             |              |              |               |                |    |  |              |
|                          | WINNING PRESENTATION          |             |              |              |               |                |    |  |              |
|                          | POWERBALL 3 LI-ZHI            |             |              |              |               |                |    |  |              |
|                          | FAILURE PRESENTATION          |             |              |              |               |                |    |  |              |
|                          | POWERBALL 3 LI-ZHI            |             |              |              |               |                |    |  |              |
|                          | WINNING PRESENTATION          |             |              |              |               |                |    |  |              |
|                          | BALANCING-ON-ROLLING-         |             |              |              |               |                |    |  |              |
|                          | BALL RIGHT <i>LI-ZH</i> I     |             |              |              |               | 12106          |    |  |              |
|                          | FAILURE PRESENTATION          |             |              |              |               |                |    |  |              |
|                          | BALANCING-ON-ROLLING-         |             |              |              |               |                |    |  |              |
|                          | BALL RIGHT <i>LI-ZH</i> I     | 1           |              |              |               |                |    |  |              |
|                          | WINNING 1 PRESENTATION        | ,,,         |              |              |               |                |    |  |              |
|                          | BALANCING-ON-ROLLING-         | 1           |              |              |               |                |    |  |              |
|                          | BALL RIGHT <i>LI-ZHI</i>      |             |              |              |               |                |    |  |              |
|                          | WINNING 2 PRESENTATION        |             |              |              |               |                |    |  |              |
|                          | BALANCING-ON-ROLLING-         | 1           | 1            |              |               |                |    |  |              |
|                          | BALL LEFT LF-ZH/FAILURE       | 1           |              |              |               | 19661          | -  | <del> </del>                                     |              |
|                          | PRESENTATION                  |             |              |              |               | ļ              |    |  |              |
|                          | BALANCING-ON-ROLLING-         | l .         | l            |              |               |                |    |  |              |
|                          | BALL LEFT LI-ZHIWINNING       |             |              |              | ŀ             |                |    |  |              |
|                          | 1 PRESENTATION                | ļ <u>-</u>  |              |              |               |                |    |  |              |
|                          | BALANCING-ON-ROLLING-         | I           |              | ļ            |               |                |    | l  |              |
|                          | BALL LEFT LI-ZHIWINNING       |             |              | 1            | ļ             |                | ·  |  | İ            |
|                          | 2 PRESENTATION                |             | <del></del>  | -            | <del> </del>  | <del>-</del> - |    | <del> </del>                                     |              |
|                          | BALL CENTER / LZVI            |             |              |              |               |                |    |  |              |
|                          | BALL CENTER LI-ZHI            | [           |              |              |               | [              |    |  |              |
|                          | FAILURE PRESENTATION          | <u> </u>    | <del> </del> | <del> </del> | <b>!</b>      | <del> </del>   |    | <del> </del>                                     | <u> </u>     |
| •                        | BALL CENTER <i>U-ZHI</i>      |             |              |              |               | <b>l</b> .     |    |  |              |
|                          | WINNING 1 PRESENTATION        |             |              |              |               | 1              | Ī  |  |              |
|                          | BALANCING-ON-ROLLING-         | <del></del> | <del> </del> | <del> </del> | \ <del></del> | <del> </del>   |    | <del>                                     </del> | <del> </del> |
|                          | BALL CENTER LI-ZHI            |             | 1            |              |               |                |    |  |              |
|                          | WINNING 2 PRESENTATION        | 1           |              | l            |               |                |    | l  |              |
|                          | MANAGE SELATION               | <u> </u>    | <u> </u>     | <u> </u>     |               |                | Ц  | <u> </u>   | ——           |

# FIG.86 LI-ZH/PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

| A THOUGH DESCRIPATION        | <i>LI-ZHI</i> PRESENTATION  |             | LI-ZI | #PRESE          | NTATIC | ON SELEC | CTION T  | ABLE |    |
|------------------------------|---|-------------|-------|-----------------|--------|----------|----------|------|----|
| LI-ZHI SIGN PRESENTATION     | LEZEPRESENTATION  | 00          | 02    | 07              | 08     | 09       | 10       | 18   | 19 |
|                              | NO <i>LI-ZHI</i> PRESENTATION   |             |       |                 |        |          |          |      |    |
| YAH-HOO SIGN<br>PRESENTATION | NORMAL <i>LI-ZHI</i> FAILURE<br>PRESENTATION                                |             |       |                 |        |          |          |      |    |
|                              | OSHIKURA LI-ZHI<br>FAILURE PRESENTATION                                     |             |       |                 |        | 1000     |          |      |    |
|                              | <i>OSHIKURA LI-ZHI</i><br>WINNING PRESENTATION                              |             |       |                 |        |          |          |      | ,  |
|                              | POWERBALL 1 <i>LI-ZHI</i><br>FAILURE PRESENTATION                           |             |       |                 |        |          |          |      |    |
| •                            | POWERBALL 1 <i>LI-ZHI</i><br>WINNING PRESENTATION                           |             |       |                 |        |          |          |      |    |
|                              | POWERBALL 2 <i>LF-ZHI</i><br>FAILURE PRESENTATION                           |             |       |                 |        |          |          |      |    |
|                              | POWERBALL 2 <i>LI-ZHI</i><br>WINNING PRESENTATION                           |             |       |                 |        |          |          |      |    |
|                              | POWERBALL 3 <i>LI-ZHI</i><br>FAILURE PRESENTATION                           |             |       |                 |        |          |          |      |    |
|                              | POWERBALL 3 <i>LI-ZHI</i><br>WINNING PRESENTATION                           |             |       |                 |        |          |          |      |    |
|                              | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZH</i> FAILURE                    |             |       |                 |        |          | <u>·</u> |      |    |
|                              | PRESENTATION BALANCING-ON-ROLLING-  |             |       |                 |        |          |          |      |    |
|                              | BALL RIGHT <i>LI-ZHI</i> WINNING I<br>PRESENTATION                          |             |       |                 |        |          |          |      |    |
|                              | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZH</i> IWINNING 2<br>PRESENTATION |             |       |                 |        |          |          |      |    |
| •                            | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZH</i> FAILURE                     |             |       |                 |        |          |          |      |    |
|                              | PRESENTATION BALANCING-ON-ROLLING-  |             |       |                 |        |          |          |      |    |
|                              | BALL LEFT <i>LI-ZH</i> /WINNING 1<br>PRESENTATION                           |             |       | ,               |        |          |          |      |    |
|                              | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZH</i> WINNING 2                   |             |       |                 |        |          |          |      |    |
|                              | PRESENTATION BALANCING-ON-ROLLING-  |             |       |                 |        |          |          |      |    |
|                              | BALL CENTER <i>LI-ZH</i><br>FAILURE PRESENTATION                            |             |       |                 |        | 32768    |          |      |    |
|                              | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZH</i> I                         |             |       |                 |        |          |          |      |    |
|                              | MINNING 1 PRESENTATION BALANCING-ON-ROLLING-                                | <del></del> |       | ! <del></del> - |        |          |          |      | ·  |
|                              | BALL CENTER <i>LI-ZHI</i><br>WINNING 2 PRESENTATION                         |             |       |                 |        |          |          |      |    |

| AL THROUGH PROCENTATION               | LI-ZH/PRESENTATION  |       | LI-ZI | H/PRESE  | NTATIC | ION SELECTION TABLE |    |       |    |  |
|---------------------------------------|---|-------|-------|----------|--------|---------------------|----|-------|----|--|
| <i>LI-ZHI</i> SIGN PRESENTATION       | LF-ZH/PRESENTATION  | 00    | 11    | 12       | 13     | 14                  | 15 | 16    | 17 |  |
|                                       | NO <i>LI-ZHI</i> PRESENTATION   |       |       |          |        |                     |    |       |    |  |
| NO <i>LI-ZHI</i> SIGN<br>PRESENTATION | NORMAL <i>LI-ZHI</i> FAILURE<br>PRESENTATION                                      | 2500  |       |          |        |                     |    |       |    |  |
| .,,                                   | OSHIKURA LI-ZHI FAILURE<br>PRESENTATION   | 2000  |       |          |        |                     |    |       |    |  |
|                                       | OSHIKURA LI-ZHIWINNING<br>PRESENTATION  |       |       | 65535    |        |                     |    |       |    |  |
|                                       | POWERBALL 1 <i>LI-ZHI</i><br>FAILURE PRESENTATION                                 | 1000  |       |          |        |                     |    |       |    |  |
|                                       | POWERBALL 1 <i>LF-ZHI</i><br>WINNING PRESENTATION                                 |       |       |          | ·      | 13106               |    |       |    |  |
|                                       | POWERBALL 2 <i>LI-ZHI</i><br>FAILURE PRESENTATION                                 | 300   |       |          |        |                     |    |       |    |  |
|                                       | POWERBALL 2 <i>LI-ZHI</i><br>WINNING PRESENTATION                                 |       |       |          |        | 19661               |    |       | •  |  |
|                                       | POWERBALL 3 <i>LI-ZHI</i><br>FAILURE PRESENTATION                                 | 1     |       |          |        |                     |    |       |    |  |
| ·                                     | POWERBALL 3 <i>LF-ZHI</i><br>WINNING PRESENTATION                                 |       |       |          |        | 32768               |    |       |    |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZHI</i><br>FAILURE PRESENTATION         | 800   |       |          | •      |                     |    |       |    |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZHI</i><br>WINNING 1 PRESENTATION       | 4.00. |       |          |        |                     | •  | 9175  |    |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZHI</i>                                 |       |       |          |        |                     | ·  | 3932  |    |  |
|                                       | WINNING 2 PRESENTATION BALANCING-ON-ROLLING- BALL LEFT LI-ZHIFAILURE PRESENTATION | 200   |       | <u>.</u> |        |                     |    |       |    |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZH</i> WINNING<br>1 PRESENTATION         |       |       |          |        |                     |    | 13763 |    |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZHI</i> WINNING<br>2 PRESENTATION        |       |       |          |        |                     |    | 5898  |    |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZHI</i><br>FAILURE PRESENTATION        | 1     |       |          |        |                     |    |       |    |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZHI</i><br>WINNING 1 PRESENTATION      |       |       |          |        |                     |    | 22937 |    |  |
|                                       | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZHI</i><br>WINNING 2 PRESENTATION      |       |       |          |        |                     |    | 9830  |    |  |

| LI-ZHI PRESENTATION S       |   |          |              |          |              | N SELEC      | CTION T      | ABLE         |              |
|-----------------------------|---|----------|--------------|----------|--------------|--------------|--------------|--------------|--------------|
| LI-ZHI SIGN PRESENTATION    | LI-ZHIPRESENTATION                        | 00       | 11           | 12       | 13           | 14           | 15           | 16           | 17           |
|                             | NO <i>LI-ZHI</i> PRESENTATION             |          |              |          |              |              |              |              |              |
| <i>OSHIKURA LI-ZHI</i> SIGN | NORMAL <i>LI-ZHI</i> FAILURE              |          |              |          |              |              |              |              |              |
| PRESENTATION                | PRESENTATION                              |          |              |          |              |              |              |              | i            |
| FAESLATATION                | OSHIKURA LI-ZHI FAILURE                   |          |              |          |              |              |              |              |              |
|                             | PRESENTATION                              | 1        |              |          |              |              |              |              |              |
|                             | OSHIKURA LI-ZHIWINNING                    |          |              |          |              |              |              |              |              |
|                             | PRESENTATION                              |          | 65535        |          |              |              |              |              |              |
|                             | POWERBALL 1 LI-ZHI                        |          |              |          |              |              |              |              |              |
| •                           | FAILURE PRESENTATION                      |          |              |          |              |              |              |              |              |
|                             | POWERBALL 1 LI-ZHI                        | ·        |              |          |              |              |              |              |              |
|                             | WINNING PRESENTATION                      |          |              |          |              |              |              |              |              |
|                             | POWERBALL 2 LI-ZHI                        |          |              |          |              |              |              |              |              |
|                             | FAILURE PRESENTATION                      |          |              |          | 1            | •            |              |              |              |
|                             | POWERBALL 2 LI-ZHI                        |          |              |          |              |              |              |              |              |
|                             | WINNING PRESENTATION                      |          |              |          | 1            |              |              |              |              |
| • •                         | POWERBALL 3 LI-ZHI                        |          |              |          |              |              |              |              |              |
|                             | FAILURE PRESENTATION                      |          |              |          |              |              |              |              |              |
|                             | POWERBALL 3 LI-ZHI                        |          |              |          |              |              |              |              |              |
| •                           | WINNING PRESENTATION                      |          |              |          |              |              |              |              |              |
|                             | BALANCING-ON-ROLLING-                     |          |              |          |              |              |              |              |              |
|                             | BALL RIGHT <i>LI-ZHI</i>                  |          |              |          |              |              | ŀ            |              |              |
|                             | FAILURE PRESENTATION                      |          |              |          |              | <u> </u>     |              |              |              |
|                             | BALANCING-ON-ROLLING-                     |          |              |          |              |              |              |              |              |
| •                           | BALL RIGHT <i>LI-ZHI</i>                  |          |              |          | ł            |              | •            |              |              |
| •                           | WINNING 1 PRESENTATION                    |          |              |          |              |              |              |              |              |
| •                           | BALANCING-ON-ROLLING-                     |          |              |          | i            | •            |              |              |              |
|                             | BALL RIGHT <i>LI-ZHI</i>                  |          |              |          |              |              |              |              | l            |
|                             | WINNING 2 PRESENTATION                    |          |              |          | <u> </u>     |              |              |              |              |
|                             | BALANCING-ON-ROLLING-                     | ł        |              |          | ŀ            | 1            |              |              |              |
|                             | BALL LEFT LI-ZHI FAILURE                  | 1        |              |          |              |              |              |              |              |
|                             | PRESENTATION                              |          |              |          |              | ļ <u>.</u>   |              |              |              |
|                             | BALANCING-ON-ROLLING-                     | 1        |              |          |              |              |              |              |              |
|                             | BALL LEFT LI-ZHIWINNING                   | ļ        |              |          |              |              |              |              |              |
|                             | 1 PRESENTATION                            |          |              |          | <b> </b>     | ļ            |              |              |              |
|                             | BALANCING-ON-ROLLING-                     | 1        |              |          | 1            |              |              | •            |              |
|                             | BALL LEFT LI-ZH/WINNING                   | ŀ        | Į .          |          |              |              |              |              |              |
|                             | 2 PRESENTATION                            |          |              | <u> </u> | <del></del>  |              |              |              | <u> </u>     |
|                             | BALANCING-ON-ROLLING-                     | 1        | 1            |          |              |              | ļ            |              | ĺ            |
|                             | BALL CENTER LI-ZHI                        |          |              |          |              |              | 1            |              | İ            |
|                             | FAILURE PRESENTATION                      | ļ        | <b> </b>     | <b> </b> | <b> </b>     | <del> </del> | <del> </del> |              | <del> </del> |
|                             | BALANCING-ON-ROLLING-                     | 1        | 1            | 1        |              |              | ŀ            |              | 1            |
|                             | BALL CENTER LI-ZH                         |          |              |          |              |              | 1            |              |              |
|                             | WINNING 1 PRESENTATION                    | 1        | <del> </del> |          | <del> </del> | <del> </del> | <del> </del> | <del> </del> | <del> </del> |
|                             | BALANCING-ON-ROLLING-                     |          |              |          |              |              |              |              |              |
|                             | BALL CENTER LI-ZHI WINNING 2 PRESENTATION |          | 1            |          | 1            |              | 1            |              |              |
|                             | MANANTIC S PRESENTATION                   | <u> </u> |              |          | Ц            |              | Ļ            | Ь            |              |

| T. 501011 DOCCOTA TATOL                      | I L ZUTODECENTATION  |    | LI-ZF    | //PRESE  | OTATIO      | N SELEC | CTION T  | ABLE     |    |
|--|--|----|----------|----------|-------------|---------|----------|----------|----|
| LI-ZHI SIGN PRESENTATION                     | LI-ZHIPRESENTATION   | 00 | 11       | 12       | 13          | 14      | 15       | 16       | 17 |
|  | NO <i>LI-ZHI</i> PRESENTATION  |    |          |          |             |         |          |          |    |
| POWERBALL <i>LI-ZHI</i> SIGN<br>PRESENTATION | NORMAL <i>LI-ZH</i> FAILURE<br>PRESENTATION                              |    |          |          |             |         |          |          |    |
|  | OSHUKURA LI-ZHIFAILURE<br>PRESENTATION                                   |    |          |          |             |         |          |          |    |
|  | OSHIKURA LI-ZHIWINING<br>PRESENTATION                                    |    |          |          |             |         |          |          |    |
|  | POWERBALL 1 <i>LI-ZHI</i> FAILURE<br>PRESENTATION                        |    |          |          |             |         |          |          |    |
|  | POWERBALL 1 <i>LI-ZH</i> IWINNING<br>PRESENTATION                        |    |          |          | 6553        |         |          |          |    |
|  | POWERBALL 2 <i>LI-ZHI</i> FAILURE<br>PRESENTATION                        |    |          |          |             |         |          |          |    |
|  | POWERBALL 2 <i>LI-ZHI</i> WINNING<br>PRESENTATION                        |    |          |          | 13107       |         |          |          |    |
|  | POWERBALL 3 LI-ZHIFAILURE<br>PRESENTATION                                |    |          |          |             |         |          |          |    |
|  | POWERBALL 3 <i>LI-ZHI</i> WINNING<br>PRESENTATION                        |    |          |          | 45875       |         |          |          |    |
|  | BALANCING-ON-ROLLING-<br>BALL RIGHT <i>LI-ZH</i> FAILURE                 | _  |          |          |             |         |          |          |    |
|  | PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT <i>LI-ZH</i> WINNING 1     |    |          |          |             |         |          |          |    |
|  | PRESENTATION BALANCING-ON-ROLLING-                                       |    |          |          |             |         |          |          | l  |
|  | BALL RIGHT <i>LI-ZHI</i> WINNING 2<br>PRESENTATION                       |    |          |          |             |         |          |          |    |
|  | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZHI</i> FAILURE<br>PRESENTATION |    |          |          | ·           | -       |          |          |    |
|  | BALANCING-ON-ROLLING-<br>BALL LEFT <i>LI-ZHI</i> WINNING 1               |    |          |          |             |         |          |          |    |
|  | PRESENTATION BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZH</i> WINNING 2      |    |          |          |             |         |          |          |    |
|  | PRESENTATION BALANCING-ON-ROLLING-                                       |    |          | -        | _           |         |          |          |    |
| •  | PRESENTATION BALANCING-ON-ROLLING-                                       |    |          |          | ļ <u></u> - |         |          |          |    |
|  | BALL CENTER LI-ZHWINNING 1 PRESENTATION                                  |    |          |          |             |         |          |          |    |
|  | BALANCING-ON-ROLLING-<br>BALL CENTER <i>LI-ZH</i> WINNING                |    |          |          |             |         |          |          |    |
|  | 2 PRESENTATION   | L  | <u> </u> | <u> </u> |             | l       | <u> </u> | <u> </u> | Щ. |

|                                 |                                    |          | U-Z | #PRESE   | NTATIC   | N SELE   | СТІОМ Т. | ABLE           |          |
|---------------------------------|------------------------------------|----------|-----|----------|----------|----------|----------|----------------|----------|
| LI-ZHI SIGN PRESENTATION        | LI-ZHIPRESENTATION                 | 00       | 11  | 12       | 13       | 14       | 15       | 16             | 17       |
|                                 | NO <i>LI-ZHI</i> PRESENTATION      |          |     |          |          |          |          |                |          |
| BALANCING-ON-ROLLING-           | NORMAL <i>LI-ZHI</i> FAILURE       |          |     |          |          |          |          |                |          |
| BALL <i>LI-ZHI</i> PRESENTATION | PRESENTATION                       |          |     |          |          |          |          |                |          |
|                                 | <i>OSHIKURA LI-ZHI</i> FAILURE     |          |     |          |          |          |          |                |          |
|                                 | PRESENTATION                       |          |     |          |          |          |          | ļ              |          |
|                                 | <i>OSHIKURA LI-ZHI</i> WINNING     |          |     |          | •        |          |          |                | -        |
|                                 | PRESENTATION                       |          |     |          | <u> </u> | <u> </u> |          | ļ              | ļ        |
|                                 | POWERBALL 1 <i>LI-ZHI</i>          |          |     |          |          | į        |          | ļ              |          |
|                                 | FAILURE PRESENTATION               |          |     |          |          | <u> </u> |          |                |          |
|                                 | POWERBALL 1 <i>LI-ZHI</i>          |          |     |          |          |          |          |                |          |
|                                 | WINNING PRESENTATION               |          |     |          |          |          |          |                |          |
|                                 | POWERBALL 2 <i>LI-ZHI</i>          |          |     | 1        |          |          | ŀ        |                |          |
|                                 | FAILURE PRESENTATION               |          |     | <b></b>  |          |          |          | ļ              | <b> </b> |
|                                 | POWERBALL 2 LI-ZHI                 |          |     | 1        |          |          | Ì        |                | 1        |
|                                 | WINNING PRESENTATION               |          |     |          |          |          |          |                |          |
|                                 | POWERBALL 3 LI-ZHI                 |          |     | ŀ        |          |          |          | ł              |          |
|                                 | FAILURE PRESENTATION               |          |     |          |          |          |          |                |          |
|                                 | POWERBALL 3 <i>LI-ZHI</i>          |          |     | 1        |          |          |          |                |          |
|                                 | WINNING PRESENTATION               |          |     |          |          |          |          |                |          |
|                                 | BALANCING-ON-ROLLING-              |          |     |          |          |          |          |                |          |
|                                 | BALL RIGHT <i>LI-ZHI</i> FAILURE   |          |     |          |          |          |          |                |          |
|                                 | PRESENTATION                       |          |     | <u></u>  |          |          |          |                |          |
|                                 | BALANCING-ON-ROLLING-              |          |     |          |          |          |          |                |          |
|                                 | BALL RIGHT <i>LI-ZH</i> /WINNING 1 |          |     |          |          |          | 4588     |                |          |
|                                 | PRESENTATION                       | -        |     |          |          |          |          |                |          |
|                                 | BALANCING-ON-ROLLING-              |          |     |          | 1        |          |          |                | 1        |
|                                 | BALL RIGHT <i>LI-ZH</i> /WINNING 2 | 1        |     |          | ]        |          | 1966     | ļ <sup>*</sup> |          |
| ·                               | PRESENTATION                       |          |     |          |          |          |          |                |          |
|                                 | BALANCING-ON-ROLLING-              |          |     |          | ,        |          |          | İ              |          |
|                                 | BALL LEFT <i>LI-ZHI</i> FAILURE    |          |     |          |          |          |          |                |          |
|                                 | PRESENTATION                       |          |     |          |          |          | ·        |                |          |
|                                 | BALANCING-ON-ROLLING-              |          |     |          |          | 1        |          |                |          |
|                                 | BALL LEFT <i>LI-ZHI</i> WINNING 1  |          |     | <b>!</b> |          |          | 9175     |                |          |
|                                 | PRESENTATION                       | <u> </u> |     |          |          |          |          |                | ,        |
|                                 | BALANCING-ON-ROLLING-              |          |     |          |          |          |          |                | l        |
|                                 | BALL LEFT <i>LF-ZHI</i> WINNING 2  |          |     |          |          |          | 3932     |                | 1        |
|                                 | PRESENTATION                       |          |     |          | <u>!</u> |          |          |                |          |
|                                 | BALANCING-ON-ROLLING-              |          |     |          |          |          |          |                |          |
|                                 | BALL CENTER <i>LI-ZH</i> I         |          |     |          | 1        |          |          |                |          |
|                                 | FAILURE PRESENTATION               | <u></u>  |     |          | <u> </u> | <u> </u> |          |                |          |
|                                 | BALANCING-ON-ROLLING-              |          |     |          |          |          |          |                |          |
|                                 | BALL CENTER <i>LI-ZHI</i>          |          | ļ   | l        |          | 1        | 1        |                |          |
|                                 | WINNING 1 PRESENTATION             | 1        |     | <u> </u> | <u> </u> | <u></u>  |          |                | <u></u>  |
|                                 | BALANCING-ON-ROLLING-              |          |     |          |          |          |          |                |          |
|                                 | BALL CENTER LI-ZHI                 |          |     |          | i        | 1        | 1        |                |          |
|                                 | WINNING 2 PRESENTATION             |          | 1   | }        |          |          | i        |                |          |

| LI-ZHISIGN PRESENTATION | <i>LI-ZHI</i> PRESENTATION      |    | LI-ZF | #PRESE | NTATIO   | N SELE  | CTION T    | ABLE |      |
|-------------------------|---------------------------------|----|-------|--------|----------|---------|------------|------|------|
| LFZRI SIGN PRESENTATION | B-214F1CSCVIATION               | 00 | 11    | 12     | 13       | 14      | 15         | 16   | 17   |
|                         | NO LI-ZHIPRESENTATION           |    |       |        |          |         |            |      |      |
| YAH-HOO SIGN            | NORMAL LI-ZH/FAILURE            |    |       |        |          |         |            |      |      |
| PRESENTATION            | PRESENTATION                    |    |       |        |          |         |            |      |      |
|                         | OSHIKURA LI-ZHI FAILURE         |    |       |        |          |         |            |      |      |
|                         | PRESENTATION                    |    |       |        |          |         |            |      |      |
|                         | OSHIKURA LI-ZHIWINNING          |    |       |        |          |         |            |      |      |
|                         | PRESENTATION                    |    |       |        |          | l       |            |      |      |
|                         | POWERBALL 1 LI-ZHI              |    |       |        |          |         |            |      |      |
|                         | FAILURE PRESENTATION            | 1  |       |        |          |         |            |      | İ    |
|                         | POWERBALL 1 LI-ZHI              |    |       |        |          | ,       |            |      |      |
|                         | WINNING PRESENTATION            |    |       |        |          |         | <b>i</b> l |      |      |
|                         | POWERBALL 2 LI-ZHI              |    |       |        |          |         |            |      |      |
|                         | FAILURE PRESENTATION            |    |       |        |          |         |            |      |      |
|                         | POWERBALL 2 LI-ZHI              |    |       |        |          |         |            |      |      |
|                         | WINNING PRESENTATION            |    |       |        |          | 1       |            |      | ŀ    |
|                         | POWERBALL 3 LI-ZHI              |    |       |        |          |         |            |      |      |
|                         | FAILURE PRESENTATION            |    |       |        |          |         |            |      | ŀ    |
|                         | POWERBALL 3 LI-ZHI              |    |       |        |          |         |            |      |      |
|                         | WINNING PRESENTATION            |    |       |        |          |         |            |      |      |
|                         | BALANCING-ON-ROLLING-           |    |       |        |          |         |            |      |      |
|                         | BALL RIGHT <i>LI-ZH</i> FAILURE |    |       |        |          |         |            |      |      |
|                         | PRESENTATION                    | l  |       |        | İ        |         |            |      | İ    |
|                         | BALANCING-ON-ROLLING-           |    |       |        |          |         |            |      |      |
|                         | BALL RIGHT LI-ZHIWINNING        |    |       |        |          |         | •          |      | 1    |
|                         | 1 PRESENTATION                  |    |       |        |          |         |            |      |      |
|                         | BALANCING-ON-ROLLING-           |    |       |        |          |         |            |      |      |
|                         | BALL RIGHT LI-ZHIWINNING        |    |       | ,      |          |         |            |      |      |
|                         | 2 PRESENTATION                  |    |       |        |          |         |            |      |      |
|                         | BALANCING-ON-ROLLING-           |    |       |        |          |         |            |      |      |
|                         | BALL LEFT <i>LI-ZHI</i> FAILURE |    |       |        |          |         |            |      |      |
|                         | PRESENTATION                    |    |       |        |          |         |            |      |      |
|                         | BALANCING-ON-ROLLING-           |    |       |        |          |         |            |      |      |
|                         | BALL LEFT LI-ZH/WINNING 1       |    |       |        |          |         | 1          |      |      |
|                         | PRESENTATION                    |    |       |        |          |         |            |      |      |
|                         | BALANCING-ON-ROLLING-           |    |       |        |          |         |            |      |      |
|                         | BALL LEFT LI-ZH/WINNING 2       | 1  |       |        |          | Ì       |            |      |      |
|                         | PRESENTATION                    |    | l     |        |          |         |            |      |      |
|                         | BALANCING-ON-ROLLING-           |    |       | _      |          |         |            |      |      |
|                         | BALL CENTER <i>LI-ZH</i> I      |    |       |        |          |         |            |      | ļ    |
| •                       | FAILURE PRESENTATION            |    |       | Ì      |          | <u></u> |            |      |      |
|                         | BALANCING-ON-ROLLING-           |    |       |        |          |         |            |      |      |
|                         | BALL CENTER LI-ZHI              |    |       |        |          | 1       | 32112      |      | 1    |
|                         | WINNING 1 PRESENTATION          |    |       |        |          |         |            |      |      |
|                         | BALANCING-ON-ROLLING-           |    |       |        |          |         |            |      |      |
|                         | BALL CENTER <i>LI-ZH</i> I      |    | 1     | l      |          |         | 13762      |      |      |
|                         | WINNING 2 PRESENTATION          |    |       |        | <u> </u> |         |            | L    |      |
| BAROON LI-ZHI(BON       | IUS DETERMINATION)              |    |       |        | 1        |         | 1          |      | 6553 |

#### BBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN BB GENERATION PRESENTATION IS EFFECTED

| TYPE OF DISPLAYED SYMBOL | SAMPLING VALUE |
|--------------------------|----------------|
| 7                        | 19660          |
| Do                       | 26214          |
| , CAKE                   | 9831           |
| COOKIE                   | 9830           |

#### FIG.93

#### RBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN RB GENERATION PRESENTATION IS EFFECTED

| TYPE OF DISPLAYED SYMBOL | SAMPLING VALUE |
|--------------------------|----------------|
| BAR                      | 3276           |
| Do                       | 9830           |
| CAKE                     | 26215          |
| COOKIE                   | . 26214        |

#### FIG.94

#### MSRECCHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN LI-ZHI FAILURE PRESENTATION IS EFFECTED

| TYPE OF DISPLAYED SYMBOL | SAMPLING VALUE |
|--------------------------|----------------|
| 7                        | 3276           |
| BAR                      | 6553           |
| Do                       | 9830           |
| CAKE                     | 22938          |
| COOKIE                   | 22938          |

#### FIG.95

#### SYMBOL DISPLAYED ON CENTER REEL WHEN BALANCING-ON-ROLLING-BALL LI-ZHI HAS FAILED

| TEN P'AIS SYMBOL                     | CENTER DISPLAYED SYMBOL             |
|--------------------------------------|-------------------------------------|
| 7 DISPLAYED ON EITHER SIDE REEL      | SYMBOL DISPLAYED IN CENTER = BAR    |
| BAR DISPLAYED ON EITHER SIDE REEL    | SYMBOL DISPLAYED IN CENTER = Do     |
| Do DISPLAYED ON EITHER SIDE REEL     | SYMBOL DISPLAYED IN CENTER = E      |
| CAKE DISPLAYED ON EITHER SIDE REEL   | SYMBOL DISPLAYED IN CENTER = COOKIE |
| COOKIE DISPLAYED ON EITHER SIDE REEL | SYMBOL DISPLAYED IN CENTER = 7      |

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| INTERNALLY-  | INTERNALLY-GENERATED COMBINATIONS       | (CHERRY OR DRAGON B) | (DRAGON)          | (DIAMOND)         | (REPLAY)          | (SINGLE-SHOT RB)  | (SINGLE-SHOT RB)   | (FAILURE)         |
| DISPLAYED SYM  | DISPLAYED SYMBOL SELECTION TABLE NUMBER | DISPLAYED SYMBOL     | DISPLAYED SYMBOL  | DISPLAYED SYMBOL  | DISPLAYED SYMBOL  | DISPLAYED SYMBOL  | DISPLAYED SYMBOL   | DISPLAYED SYMBOL  |
|  |   | SELECTION TABLE 1    | SELECTION TABLE 2 | SELECTION TABLE 3 | SELECTION TABLE 4 | SELECTION TABLE 9 | SELECTION TABLE 10 | SELECTION TABLE 0 |
|  | GROUP 1 L-SIGN PRESENTATION             | 52428                |                   |                   |                   | 3277              | 3277               |                   |
|  | GROUP 2 H-SIGN PRESENTATION             | 6554                 |                   |                   |                   | 13107             | 13107              |                   |
| Control of the contro | DG L-SIGN PRESENTATION                  |                      | 32768             |                   |                   | 3277              | 3277               |                   |
| אנואוואווא בר שוניו  | DG H-SIGN PRESENTATION                  |                      | 3277              |                   |                   | 13107             | 13107              |                   |
| PRESENTATION   | DIAMOND L-SIGN PRESENTATION             |                      |                   | 52428             |                   | 3277              | 3277               |                   |
|  | DIAMOND H-SIGN PRESENTATION             |                      |                   | 6554              |                   | 13107             | 13107              |                   |
|  | REPLAY SIGN PRESENTATION                |                      |                   |                   | 65535             | 13107             | 13107              |                   |
|  | NONE                                    | 6553                 | 29490             | 6553              |                   | 3276              | 3276               | 65535             |
|  | ш                                       |                      | 4587              | 48495             | 4587              | 2621              | 1310               | 10485             |
|  | ×                                       | 3276                 | 48495             | 4587              | -                 | 2621              | 1310               | 10485             |
|  | ⊢                                       | 45874                | 4587              |                   | 4587              | 2621              | 1310               | 10485             |
| TYPE OF  | œ                                       | 3276                 | 4587              | 4587              | 48495             | 2621              | 1310               | 10485             |
| DISPLAYED  | A                                       | 9830                 |                   | 4587              | 4587              | 2621              | 1310               | 10485             |
| SYMBOL   | 7                                       | 659                  | 659               | 659               | 659               | 6558              | 22288              | 2626              |
|  | BAR                                     | 655                  | 655               | 655               | 655               | 18349             | 6553               | 2621              |
|  | Do                                      | 655                  | 655               | 655               | 655               | 6553              | .11796             | 2621              |
|  | CAKE                                    | 655                  | 655               | 655               | 655               | 10485             | 9174               | 2621              |
|  | COOKIE                                  | 655                  | 655               | 655               | 922               | 10485             | 9174               | 2621              |

FIG.97

DURING INTERNAL GENERATION OF BONUS GAME (BNFGPLAY)

| _                                | 1                  | _(                          |                             |                             |                        |                        |                             |                             | ··                       |       | <del>1</del> | 1     | T     |         |           |        | _    | 1     | _    | T -    |
|----------------------------------|--------------------|-----------------------------|-----------------------------|-----------------------------|------------------------|------------------------|-----------------------------|-----------------------------|--------------------------|-------|--------------|-------|-------|---------|-----------|--------|------|-------|------|--------|
| 88                               | DISPLAYED SYMBOL   | SELECTION TABLE 12          |                             | /                           | /                      | /                      | /                           | /                           | _                        |       | 13107        | 6553  | 6553  | 6553    | 6553      | 6553   | 3932 | 5242  | 5242 | 5242   |
| RB                               | DISPLAYED SYMBOL   | SELECTION TABLE 11          |                             | /                           |                        | /                      | /                           | /                           | /                        |       | 6553         | 6553  | 13107 | 6553    | 6553      | 3937   | 6553 | 5242  | 5242 | 5242   |
| REPLAY                           | DISPLAYED SYMBOL   | SELECTION TABLE 8           | 6554                        | 6553                        | 6554                   | 6553                   | 6554                        | 6553                        | 13107                    | 13107 |              | 3276  | 45874 | 3276    | 9830      | 629    | 655  | 655   | 655  | 655    |
| DIAMOND                          | DISPLAYED SYMBOL   | SELECTION TABLE 7           | 3277                        | 3277                        |                        | 3277                   | 19661                       | 26214                       | 3276                     | 6553  | 32767        |       | 6553  |         |           | 1315   | 1310 | 11140 | 1310 | 11140  |
| DG                               | DISPLAYED SYMBOL   | SELECTION TABLE 6           | 3277                        | 3276                        | 22938                  | 22938                  |                             | 3277                        | 3276                     | 6553  | 3276         | 32767 | 3276  | 3276    | 6553      | 1316   | 6553 | 1310  | 6553 | 655    |
| GROUP 1                          | DISPLAYED SYMBOL   | SELECTION TABLE 5           | 19661                       | 26214                       | 3277                   | 3277                   | 3277                        | 3276                        |                          | 6553  |              |       | 6553  |         | 39321     | 7867   | 1310 | 7864  | 1310 | 1310   |
| INTERNALLY-GENERATED COMBINATION | SOUND AVED SOUNDED | MBOL SELECTION TABLE NUMBER | GROUP 1 L-SIGN PRESENTATION | GROUP 2 H-SIGN PRESENTATION | DG L-SIGN PRESENTATION | DG H-SIGN PRESENTATION | DIAMOND L-SIGN PRESENTATION | DIAMOND H-SIGN PRESENTATION | REPLAY SIGN PRESENTATION | NONE  | Ē            | ×     | F     | œ       | ∢         | 7      | BAR  | Do    | CAKE | COOKIE |
| INTERNALL                        | 2000               | DISPLATED ST                |                             | ·•                          | L<br>(                 | MINNING SIGN           | PRESENTATION                |                             |                          |       |              |       | ,     | 70 30 7 | DISPLAYED | SYMBOL |      |       |      |        |

LI-ZHI PRESENTATION SELECTION TABLE

|        |   |    |    |     | FLASH | FLASH DATA NUMBER | IMBER |    |    |    |
|--------|---|----|----|-----|-------|-------------------|-------|----|----|----|
|        |   | 0  | -  | 2   | ო     | 4                 | 5     | 9  | 7  | ھ  |
|        | NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 1)                          | 00 | 00 | 0.1 | 01    | 03                | 03    | 05 | 05 | 00 |
|        | NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 2)                          | 00 | 00 | 02  | 02    | 04                | 04    | 90 | 90 | 00 |
| GAME   | INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 1)    | 00 | 00 | 61  | 9     | 07                | 07    | 60 | 60 | 00 |
| STATUS | INTERNAL GENERATION OF BONUS GAME IN PROGRESS<br>[BNFGRECH](STARTING SOUND 2) | 18 | 18 | 02  | 02    | 80                | 80    | 10 | 10 | 00 |
|        | WIN LAMP BEING ILLUMINATED [WLONRECH](STARTING SOUND 1)                       | 00 | 00 | 11  | 11    | 13                | 13    | 15 | 15 | 17 |
|        | WIN LAMP BEING ILLUMINATED [WLONRECH](STARTING SOUND 2)                       | 00 | 00 | 12  | 12    | 14                | . 41  | 16 | 16 | 17 |

| SAMPLED VALUE WINNING DEFINITION DATA GAME-STARTING STOPPING ALL R  FLASH DATA TABLE 9 DIAMOND DURING INTERNAL ELECTION OF BB OR RB | RN AFTER            |
|---|---------------------|
| FLASH DATA TABLE O DIAMOND DUDLING INTERNAL ELECTION OF DE CO.  | EELO.               |
| FLASH DATA TABLE 9 DIAMOND DURING INTERNAL ELECTION OF BB OR RB   | <del>a jas as</del> |
| 028 NO STARTING SOUND 1 4   |                     |
| 022 NO STARTING SOUND 1 5   |                     |
| 050 YES STARTING SOUND 1 7  |                     |
| 1 5 6 NO STARTING SOUND 2 NO  |                     |
| FLASH DATA TABLE O MISS IN NORMAL GAME  |                     |
| 2 2 5 NO STARTING SOUND 1 NO  |                     |
| 001 NO STARTING SOUND 1 5   |                     |
| O 1 3 NO STARTING SOUND 2 NO  |                     |
| O 1 3 NO STARTING SOUND 2 NO  | -                   |
| OO1 NO STARTING SOUND 2 2   |                     |
| 001 NO STARTING SOUND 2 3   |                     |
| 001 NO STARTING SOUND 2 5   |                     |
| 0 0 1 NO STARTING SOUND 2 NO  |                     |
| FLASH DATA TABLE 1   GROUP 1 IN NORMAL GAME   |                     |
| 163 NO STARTING SOUND 1 NO  |                     |
| 006 NO STARTING SOUND 1 2   |                     |
| 003 NO STARTING SOUND 1 3   |                     |
| 041 NO STARTING SOUND 2 NO  |                     |
| 001 NO STARTING SOUND 2 7   |                     |
| 026 NO STARTING SOUND 2 NO  |                     |
| 002 NO STARTING SOUND 2 6   |                     |
| 010 NO STARTING SOUND 2 NO  | <u> </u> .          |
| 004 NO STARTING SOUND 2 2   |                     |

| SAMPLED VALUE  |
|--|
| 188  |
| NO   |
| NO   |
| NO   |
| NO   STARTING SOUND 2   NO   |
| NO   |
| 036         NO         STARTING SOUND 2         NO           001         NO         STARTING SOUND 2         2           004         NO         STARTING SOUND 2         6           FLASH DATA TABLE 3         DIAMOND IN NORMAL GAME           113         NO         STARTING SOUND 1         NO           002         NO         STARTING SOUND 1         4           001         NO         STARTING SOUND 1         5           002         NO         STARTING SOUND 2         NO           018         NO         STARTING SOUND 2         4           120         NO         STARTING SOUND 2         NO           FLASH DATA TABLE 4         REPLAY IN NORMAL GAME |
| NO   STARTING SOUND 2   2   2   2   2   2   2   2   2   2  |
| NO   STARTING SOUND 2   2   2   2   2   2   2   3   3   3  |
| FLASH DATA TABLE 3         DIAMOND IN NORMAL GAME           113         NO         STARTING SOUND 1         NO           002         NO         STARTING SOUND 1         4           001         NO         STARTING SOUND 1         5           002         NO         STARTING SOUND 2         NO           018         NO         STARTING SOUND 2         4           120         NO         STARTING SOUND 2         NO           FLASH DATA TABLE 4         REPLAY IN NORMAL GAME  |
| 1 1 3         NO         STARTING SOUND 1         NO           0 0 2         NO         STARTING SOUND 1         4           0 0 1         NO         STARTING SOUND 1         5           0 0 2         NO         STARTING SOUND 2         NO           0 1 8         NO         STARTING SOUND 2         4           1 2 0         NO         STARTING SOUND 2         NO           FLASH DATA TABLE 4         REPLAY IN NORMAL GAME  |
| 002         NO         STARTING SOUND 1         4           001         NO         STARTING SOUND 1         5           002         NO         STARTING SOUND 2         NO           018         NO         STARTING SOUND 2         4           120         NO         STARTING SOUND 2         NO           FLASH DATA TABLE 4         REPLAY IN NORMAL GAME   |
| 001         NO         STARTING SOUND 1         5           002         NO         STARTING SOUND 2         NO           018         NO         STARTING SOUND 2         4           120         NO         STARTING SOUND 2         NO           FLASH DATA TABLE 4         REPLAY IN NORMAL GAME   |
| 002         NO         STARTING SOUND 2         NO           018         NO         STARTING SOUND 2         4           120         NO         STARTING SOUND 2         NO           FLASH DATA TABLE 4         REPLAY IN NORMAL GAME   |
| O 1 8 NO STARTING SOUND 2 4  1 2 O NO STARTING SOUND 2 NO  FLASH DATA TABLE 4 REPLAY IN NORMAL GAME  |
| 1 2 0 NO STARTING SOUND 2 NO FLASH DATA TABLE 4 REPLAY IN NORMAL GAME  |
| FLASH DATA TABLE 4 REPLAY IN NORMAL GAME   |
|  |
| 196 NO STARTING SOUND 1 NO   |
|  |
| 0 1 0 NO STARTING SOUND 1 1  |
| 002 NO STARTING SOUND 1 6  |
| 0 2 2 NO STARTING SOUND 2 NO   |
| 022 NO STARTING SOUND 2 NO   |
| 0 0 1 NO STARTING SOUND 2 NO   |
| 001 NO STARTING SOUND 2 NO   |
| 0 0 1 NO STARTING SOUND 2 2  |
| 0 0 1 NO STARTING SOUND 2 6  |

| AFTER |
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| <del></del>      | WINNING            | CARE CTARTING          | DI AMPÈNIO DI CONTROLLE                      |
|------------------|--------------------|------------------------|--|
| SAMPLED VALUE    | DEFINITION DATA    | GAME-STARTING<br>SOUND | BLINKING PATTERN AFTER<br>STOPPING ALL REELS |
| FLASH DATA TABLE | 7 GROUP 1 DURING   | INTERNAL ELECTION      | OF BB OR RB                                  |
| 027              | NO                 | STARTING SOUND 1       | NO   |
| 028              | NO                 | STARTING SOUND 1       | 2  |
| 0 4 2            | NO                 | STARTING SOUND 1       | 3  |
| 003              | YES                | STARTING SOUND 1       | 8  |
| 0 0 1            | NO                 | STARTING SOUND 2       | NO   |
| 0 2 1            | NO                 | STARTING SOUND 2       | 7  |
| 038              | NO                 | STARTING SOUND 2       | NO   |
| 006              | NO                 | STARTING SOUND 2       | 6  |
| 085              | NO                 | STARTING SOUND 2       | NO   |
| 0 0 5            | NO                 | STARTING SOUND 2       | 2  |
| FLASH DATA TABLE | 8 DG. REPLAY DURII | NG INTERNAL ELECTIO    | N OF BB OR RB                                |
| 079              | NO                 | STARTING SOUND 1       | . NO   |
| 0 2 1            | NO                 | STARTING SOUND 1       | 1  |
| 014              | YES                | STARTING SOUND 1       | 5  |
| 014              | · NO               | STARTING SOUND 1       | 6  |
| 023              | NO                 | STARTING SOUND 2       | NO   |
| 020              | NO                 | STARTING SOUND 2       | NO   |
| 0 0 1            | NO                 | STARTING SOUND 2       | NO   |
| 019              | NO                 | STARTING SOUND 2       | . 6  |
| 036              | NO                 | STARTING SOUND 2       | NO   |
| 004              | NO                 | STARTING SOUND 2       | 2  |
| 025              | YES                | STARTING SOUND 2       | . 7  |

FIG. 103



FIG. 104



FIG. 105

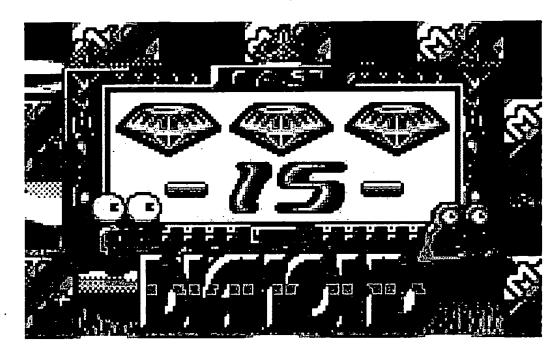


FIG. 106



FIG. 107

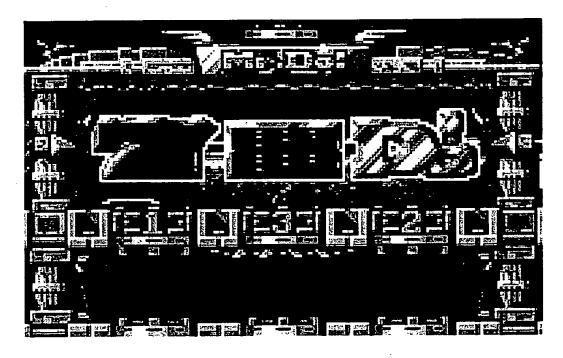


FIG. 108

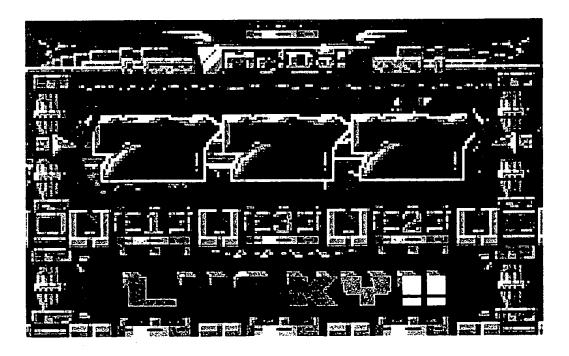


FIG. 109

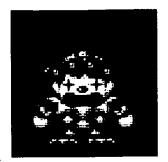


FIG. 111



FIG. 113

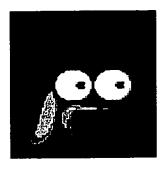


FIG. 115

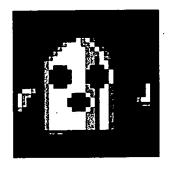


FIG. 110



FIG. 112

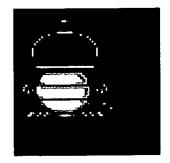
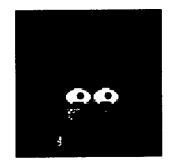


FIG. 114



F I G. 116

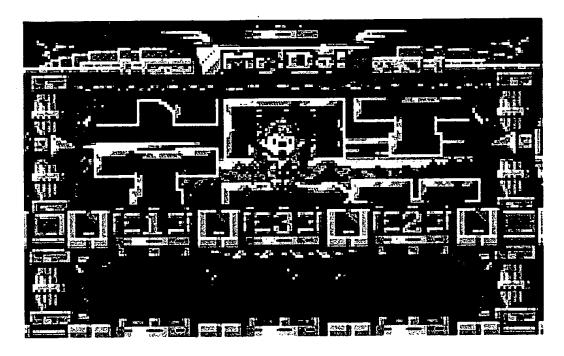
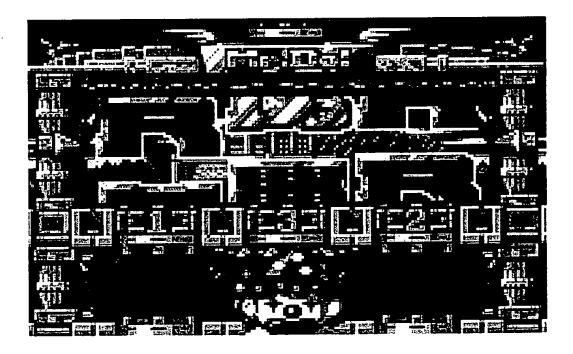


FIG. 117



F I G. 118

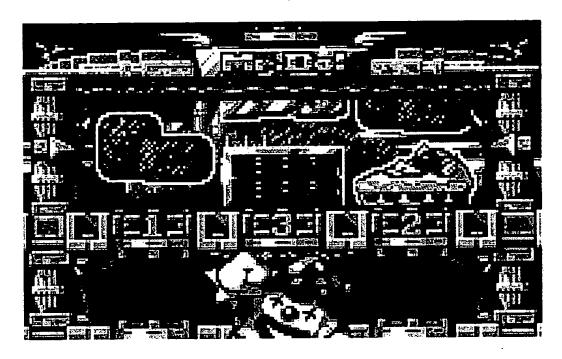


FIG. 119

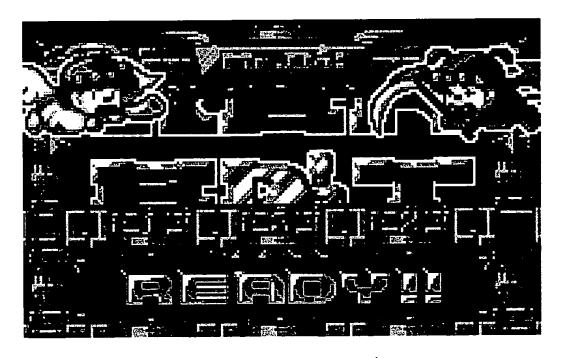


FIG. 120

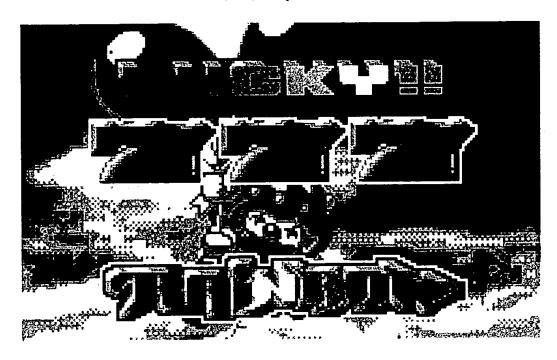
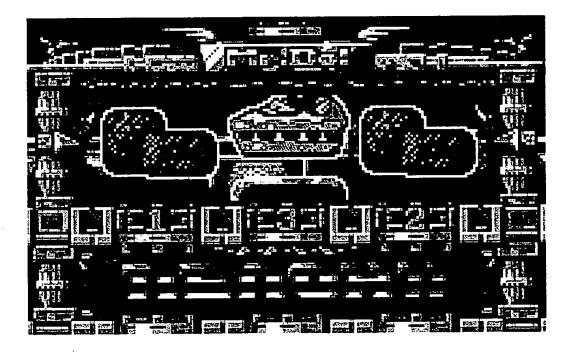


FIG. 121



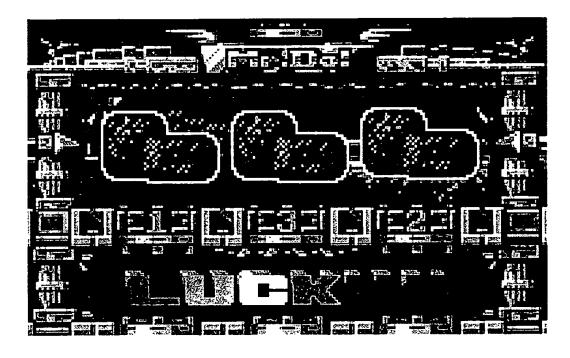


FIG. 123



FIG. 124

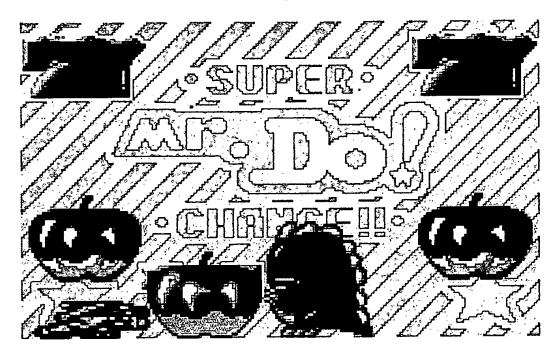


FIG. 125

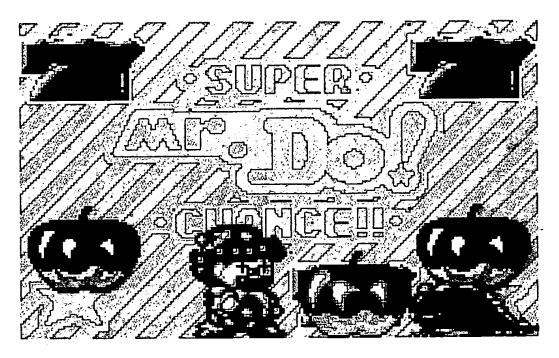


FIG. 126

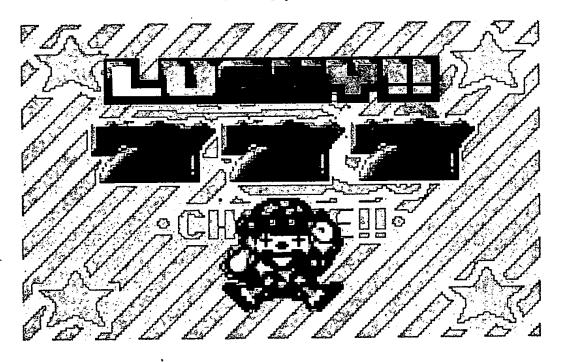


FIG. 127

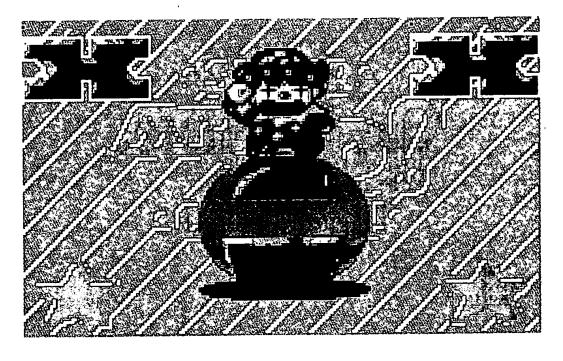


FIG. 128

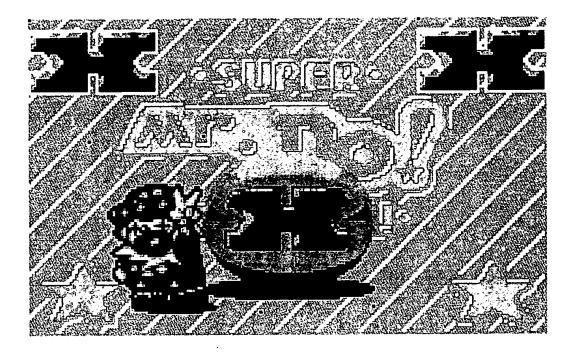


FIG. 129

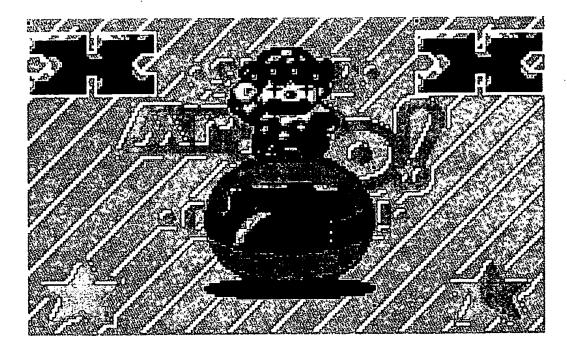


FIG. 130

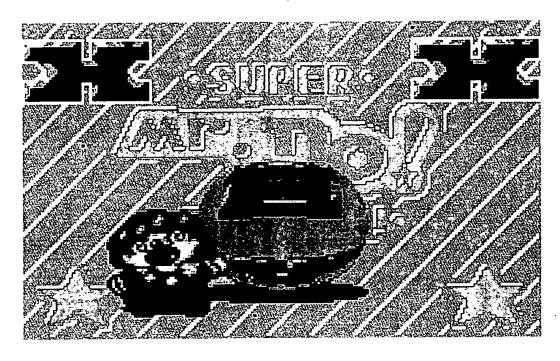


FIG. 131

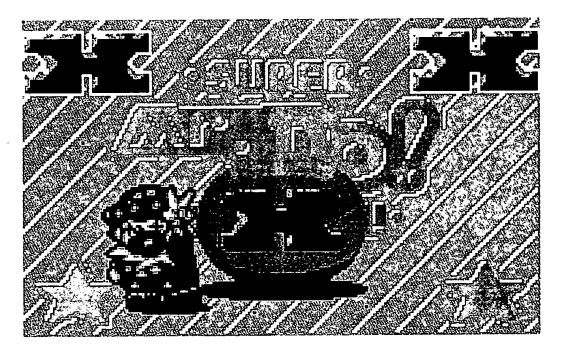


FIG. 132

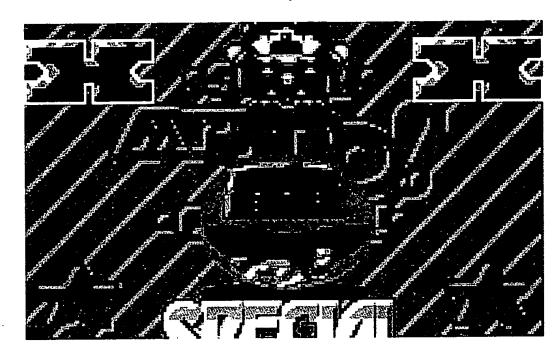


FIG. 133

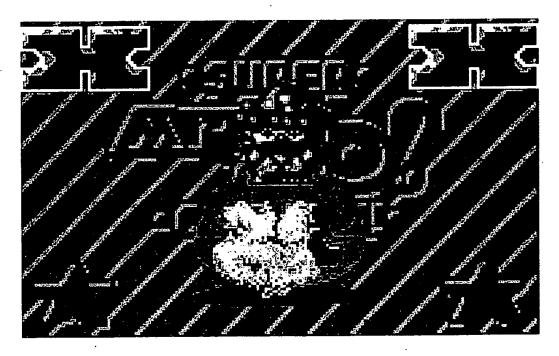


FIG. 134

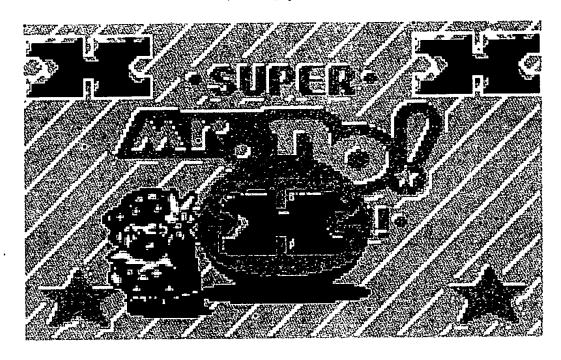


FIG. 135

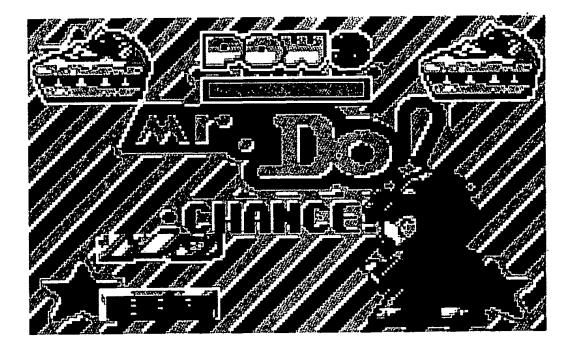


FIG. 136

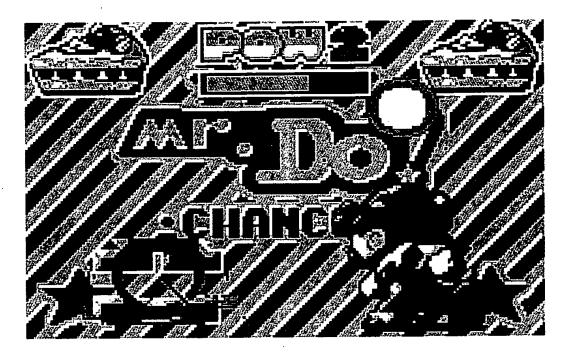


FIG. 137



FIG. 138

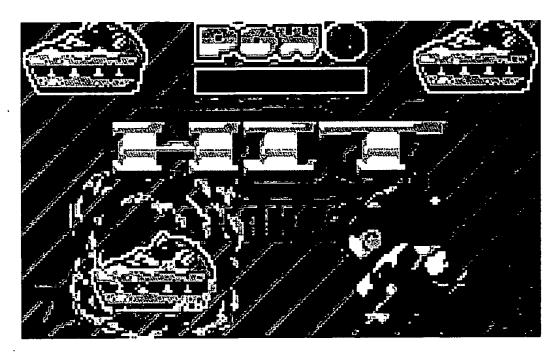


FIG. 139

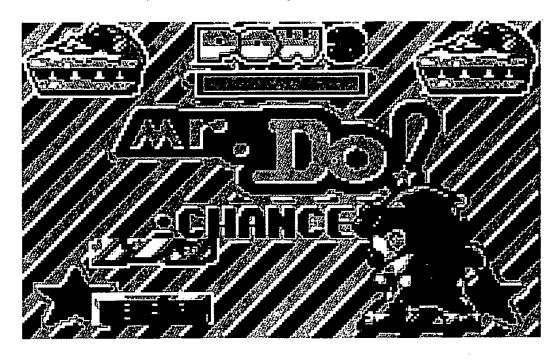


FIG. 140

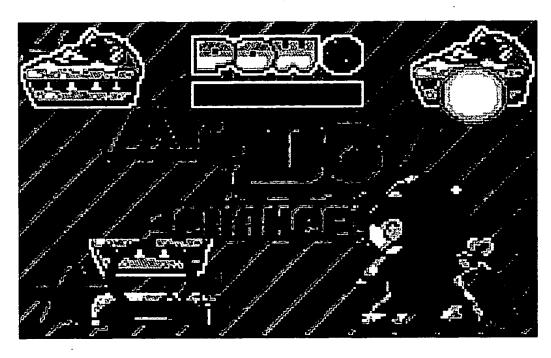


FIG. 141

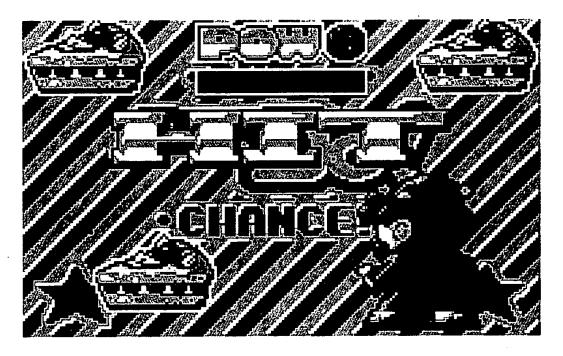




FIG. 143



FIG. 144



FIG. 145



FIG. 146



FIG. 147



FIG. 148



FIG. 149

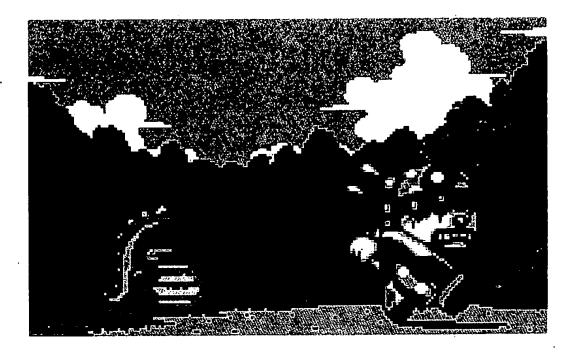


FIG. 150



FIG. 151

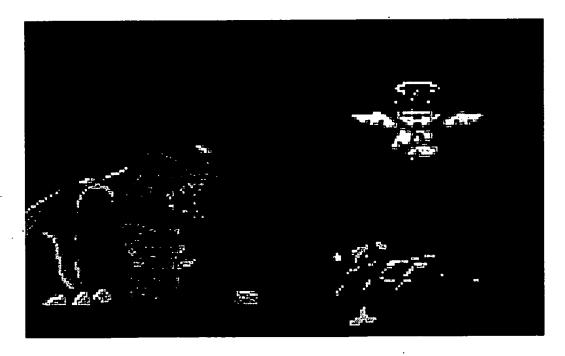


FIG. 152

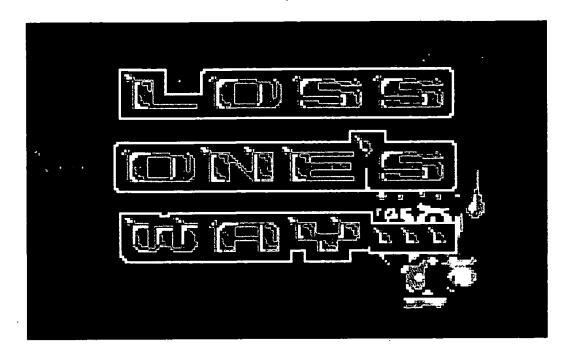


FIG. 153

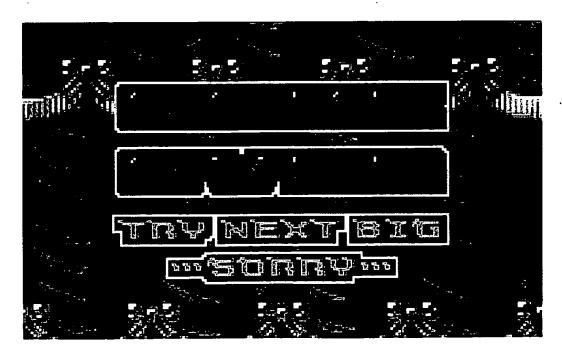


FIG. 154

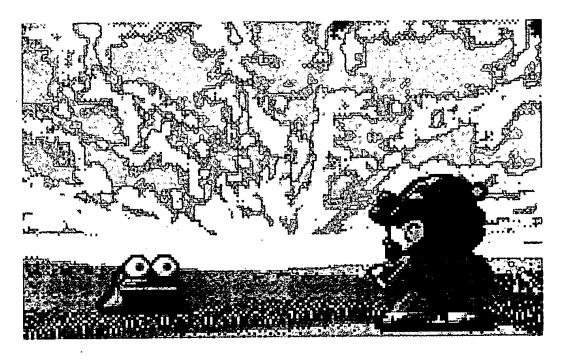


FIG. 155

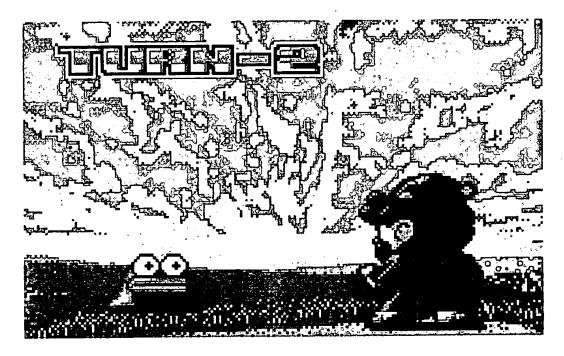


FIG. 156

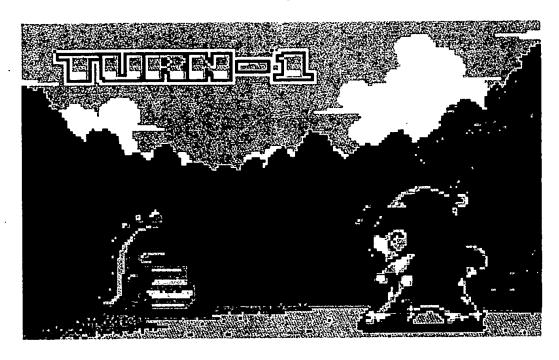


FIG. 157

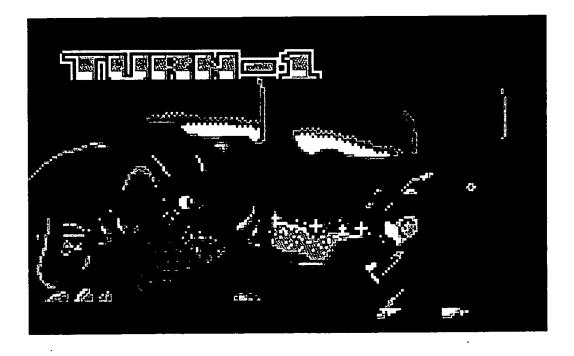


FIG. 158

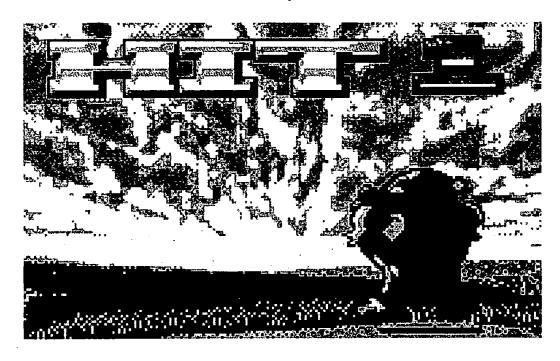


FIG. 159

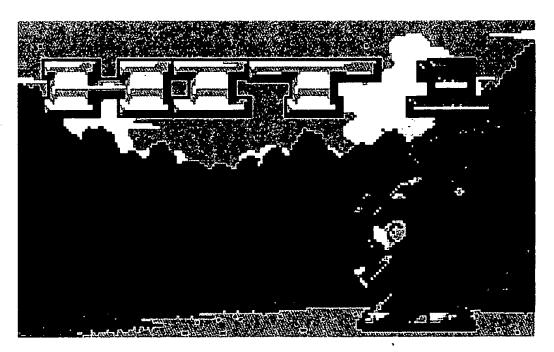


FIG. 160

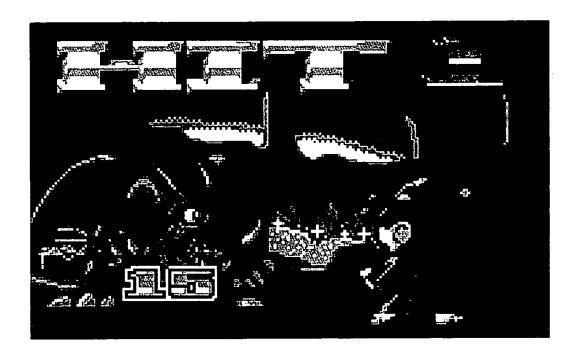


FIG. 161

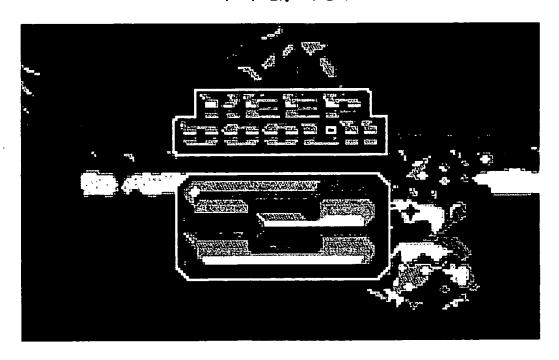


FIG. 162

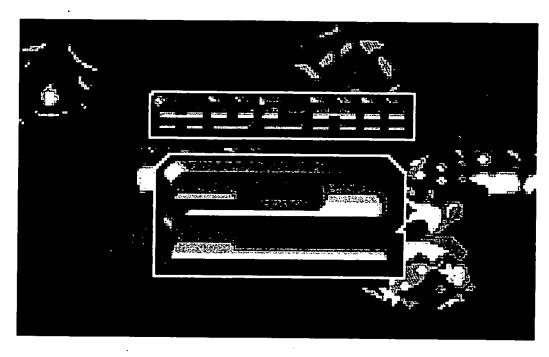


FIG. 163

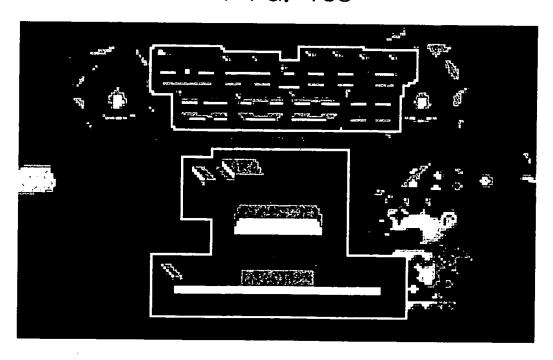


FIG. 164

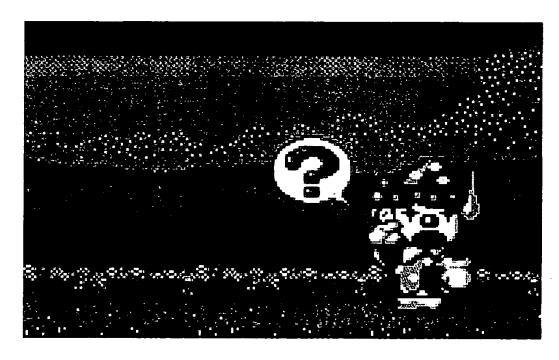
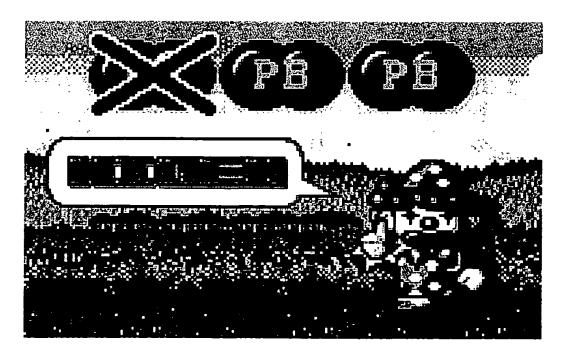


FIG. 165



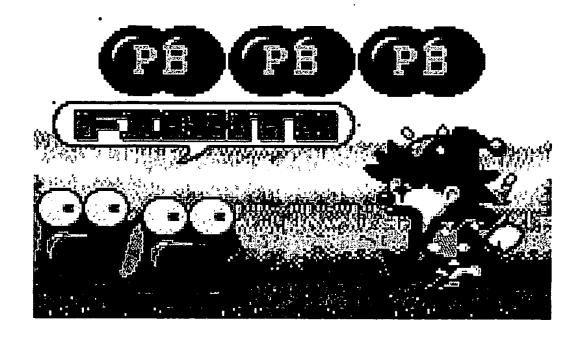


FIG. 167

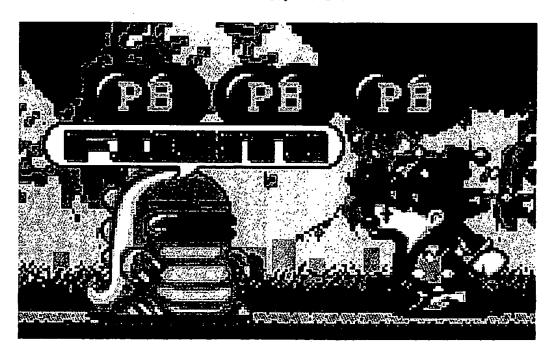


FIG. 168

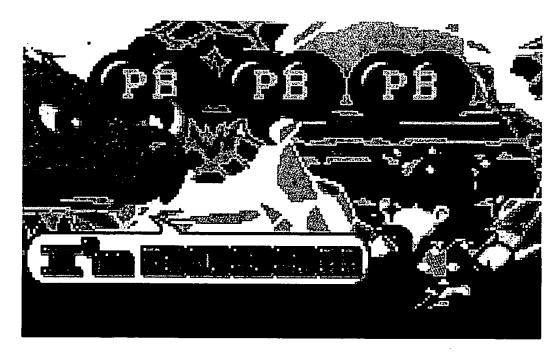


FIG. 169

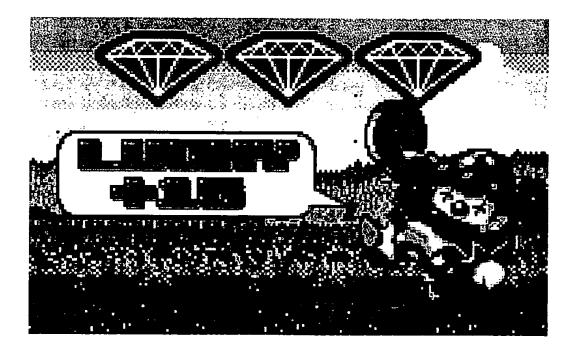


FIG. 170

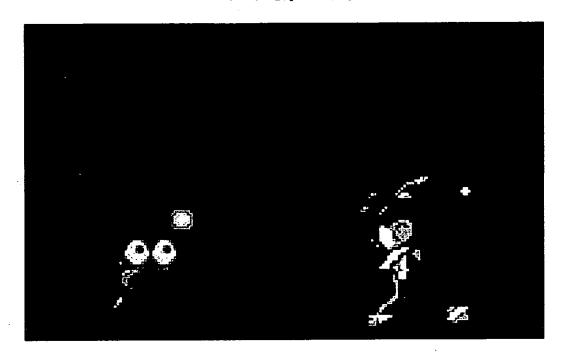


FIG. 171

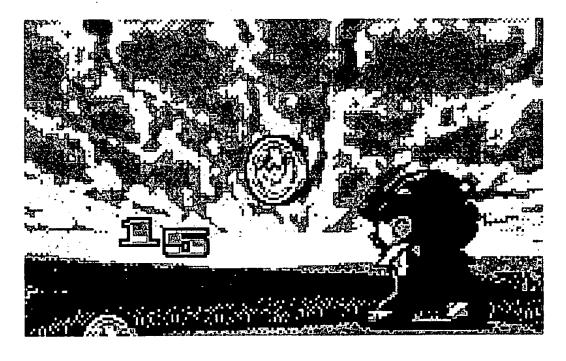


FIG. 172



FIG. 173

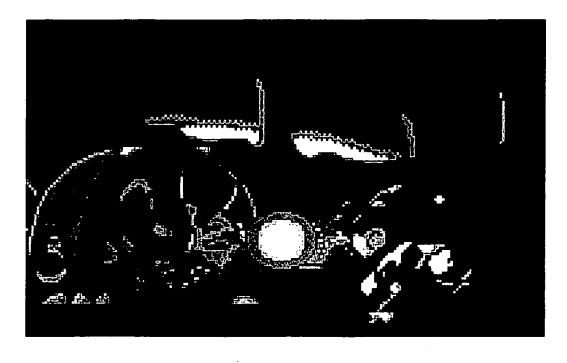




FIG. 175



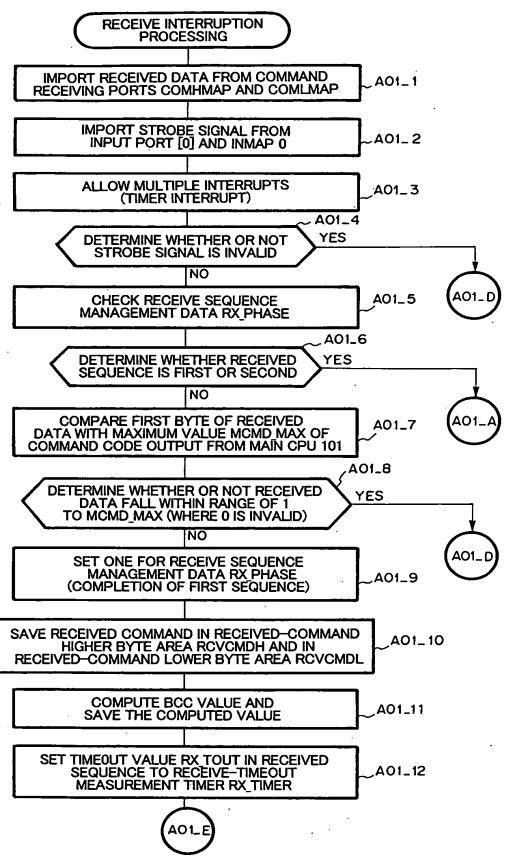


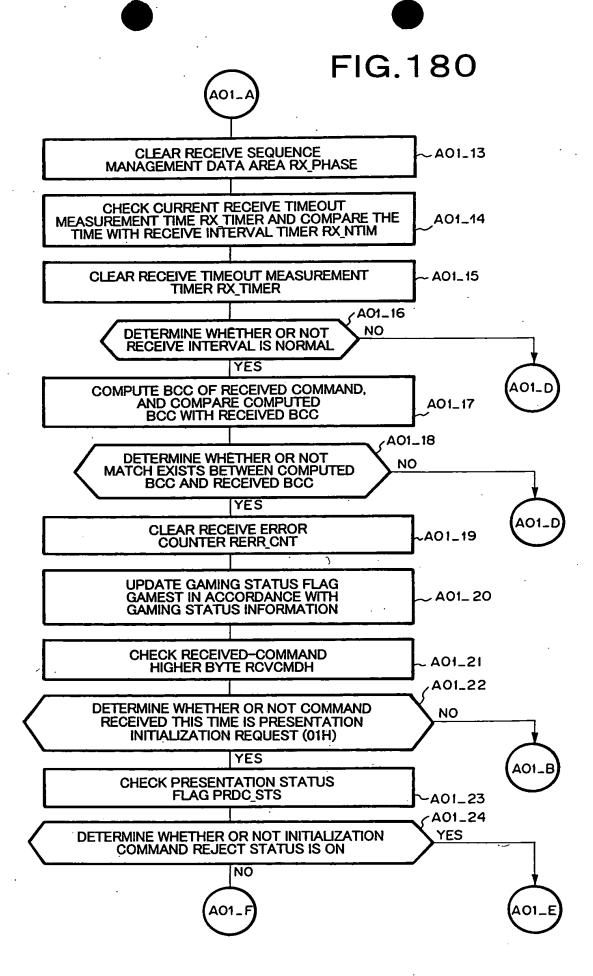
FIG. 177

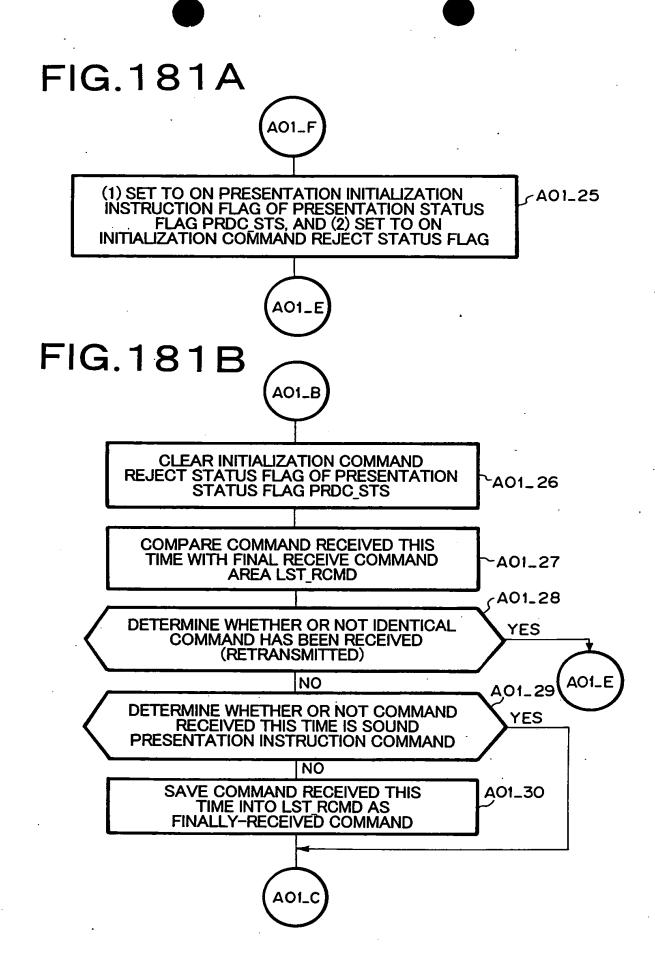


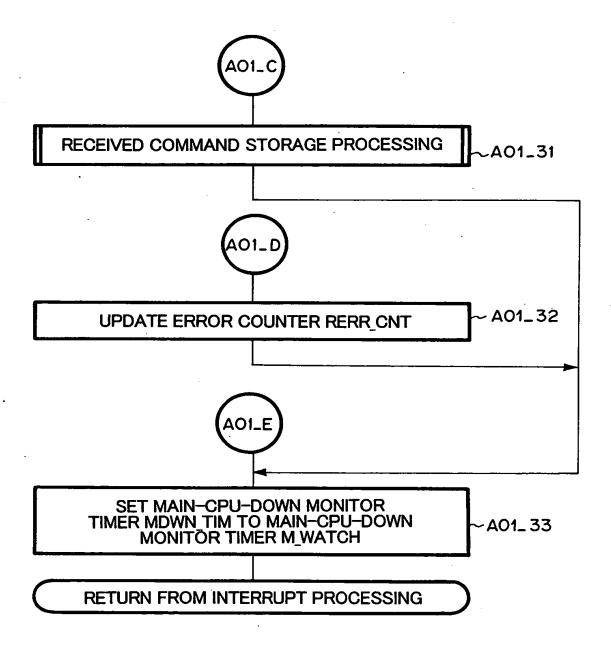


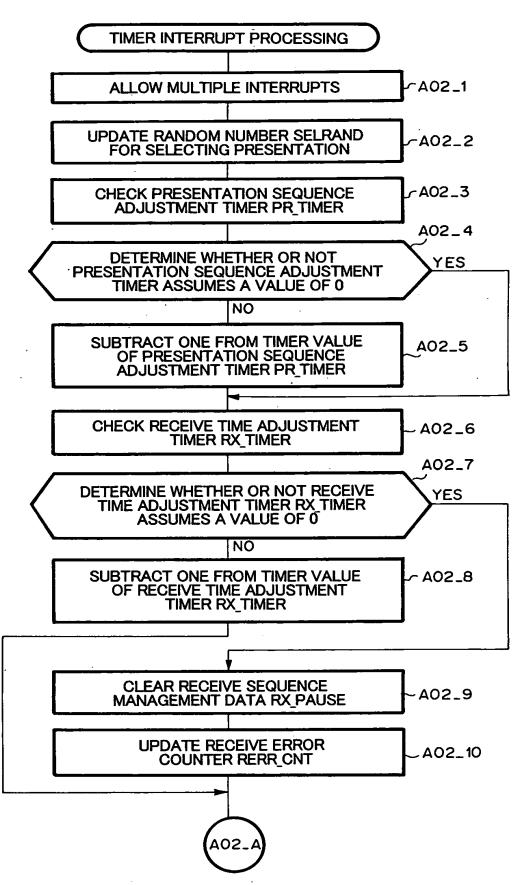


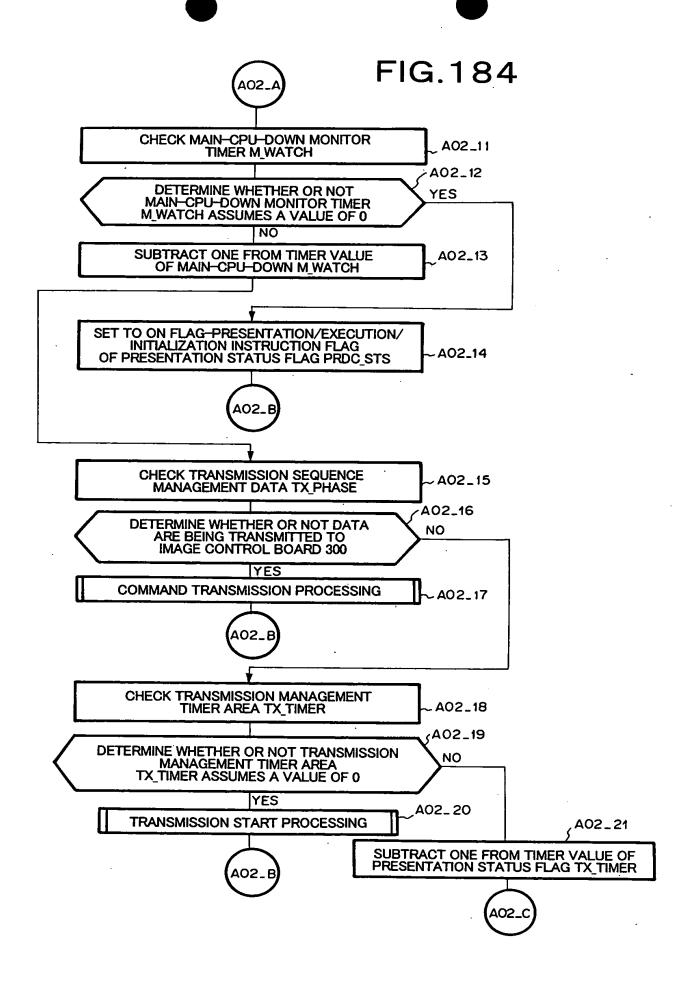


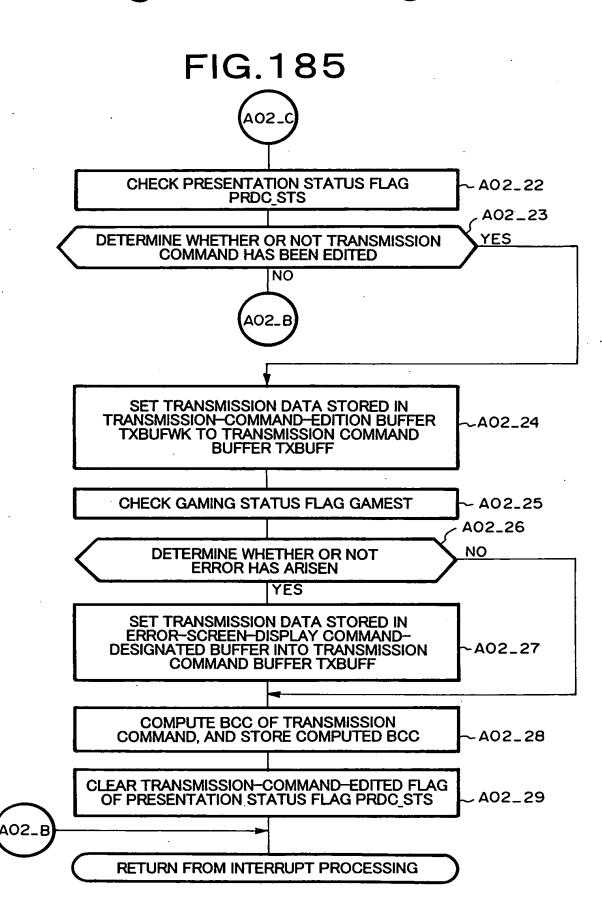


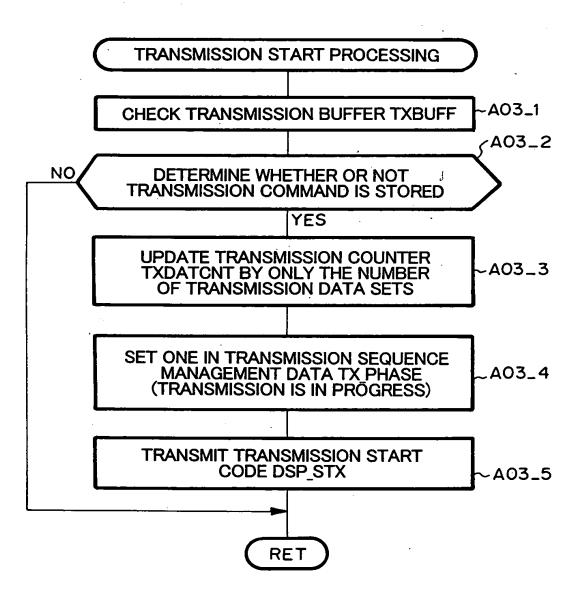


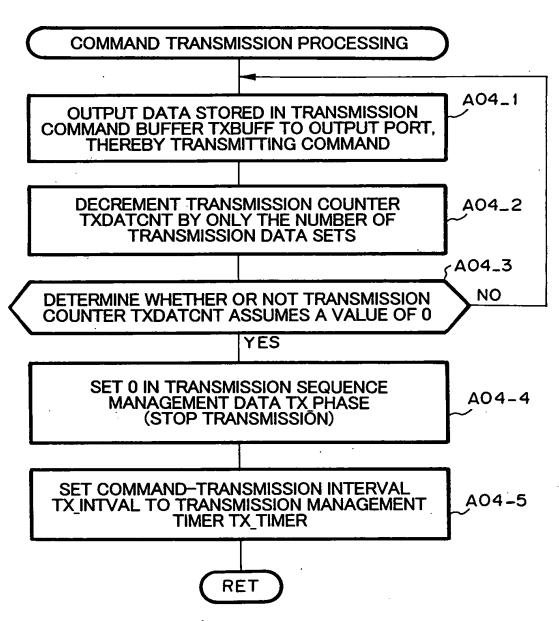


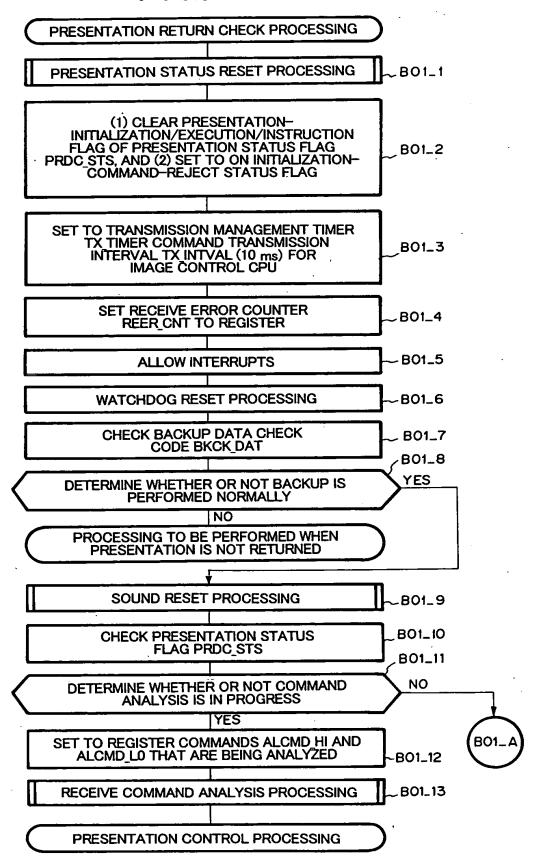


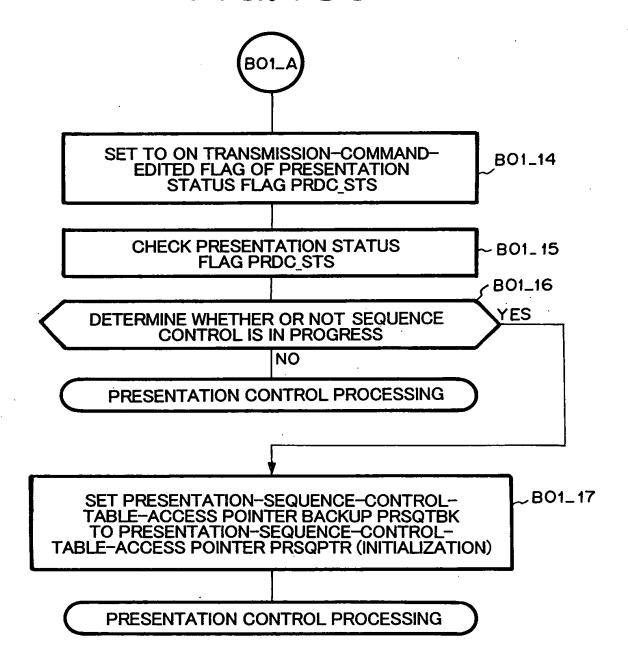


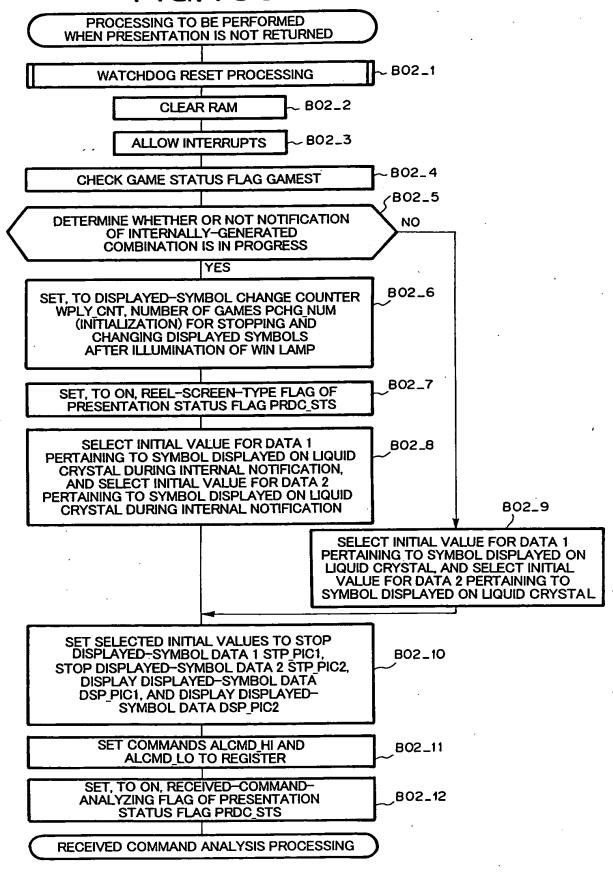


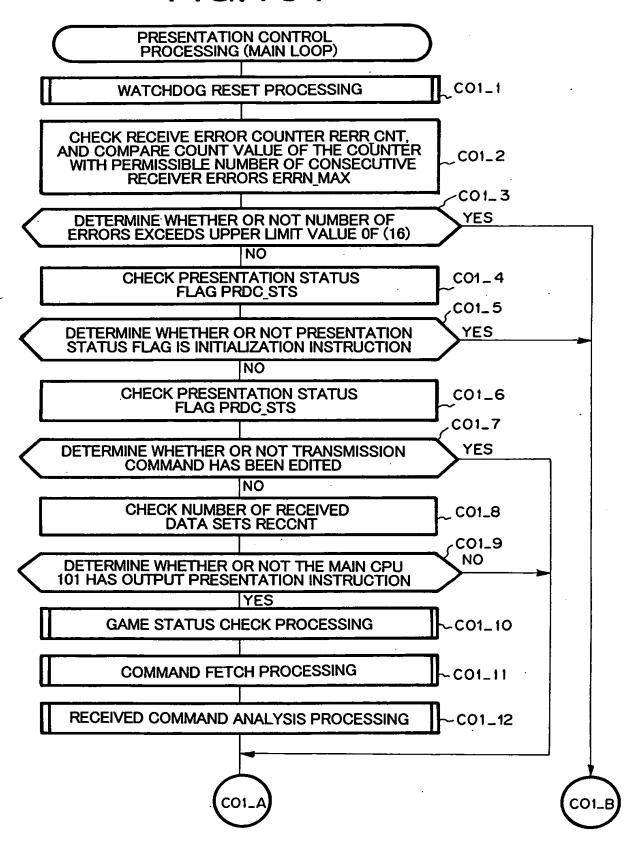












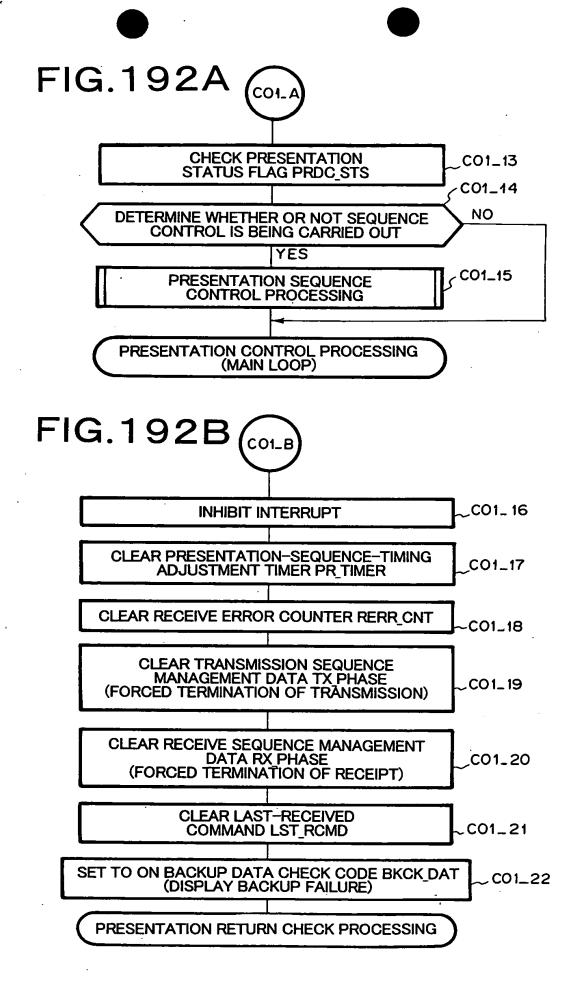


FIG.193

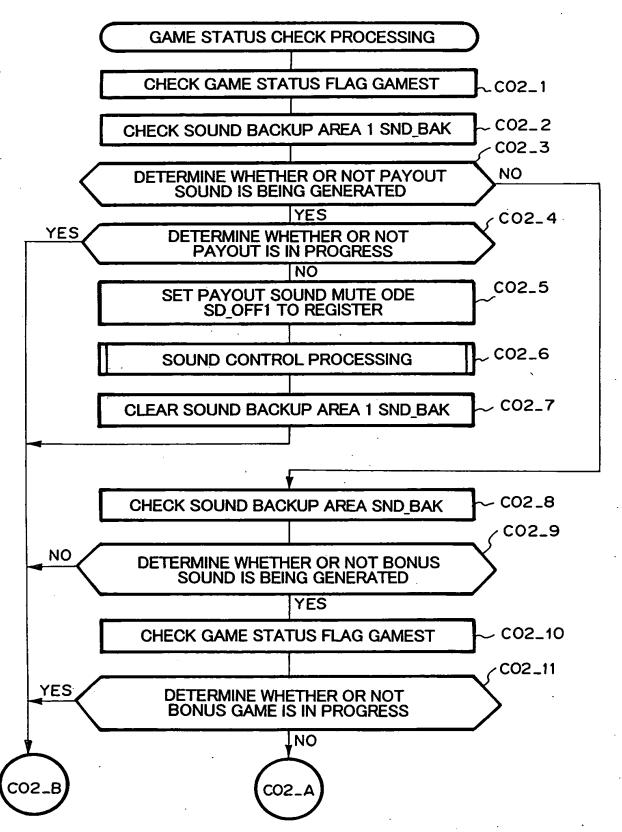


FIG.194

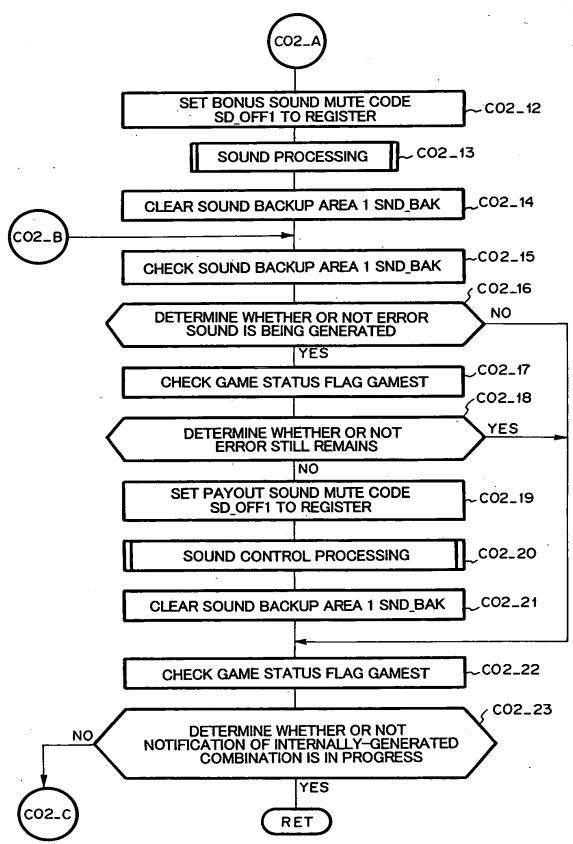


FIG.195

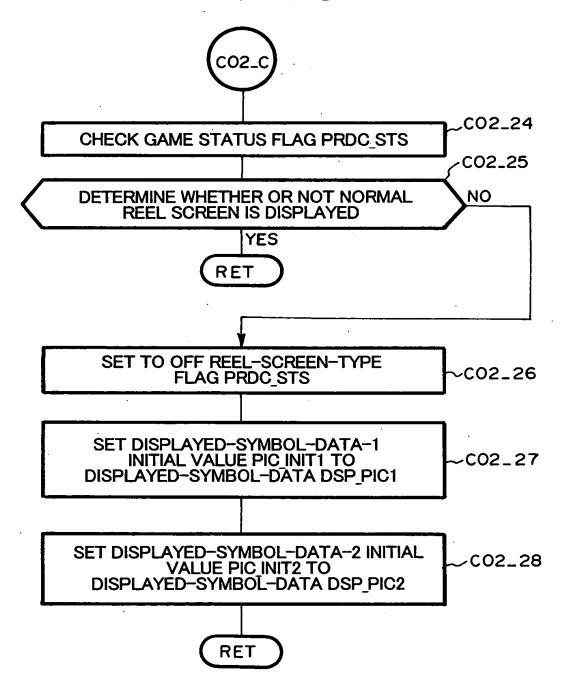


FIG.196

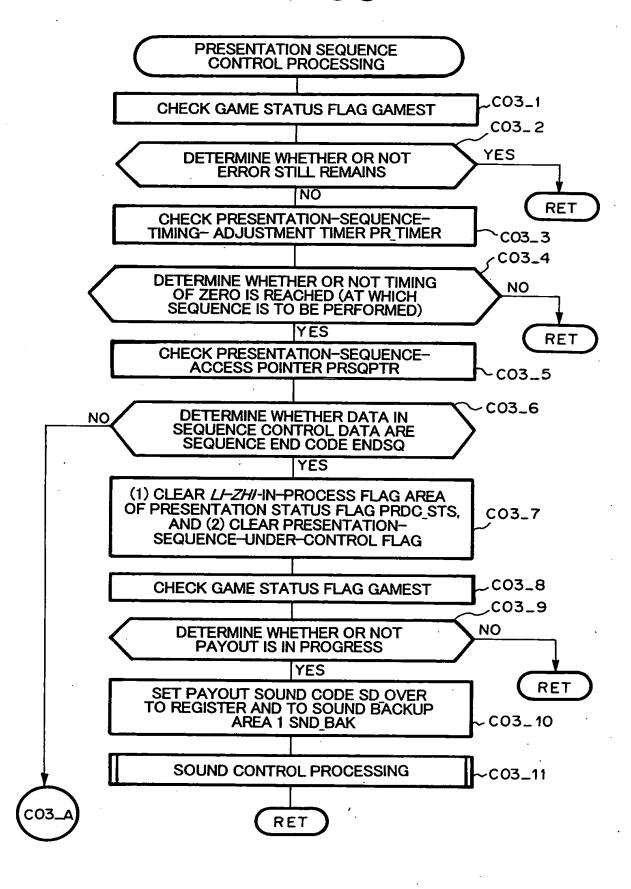
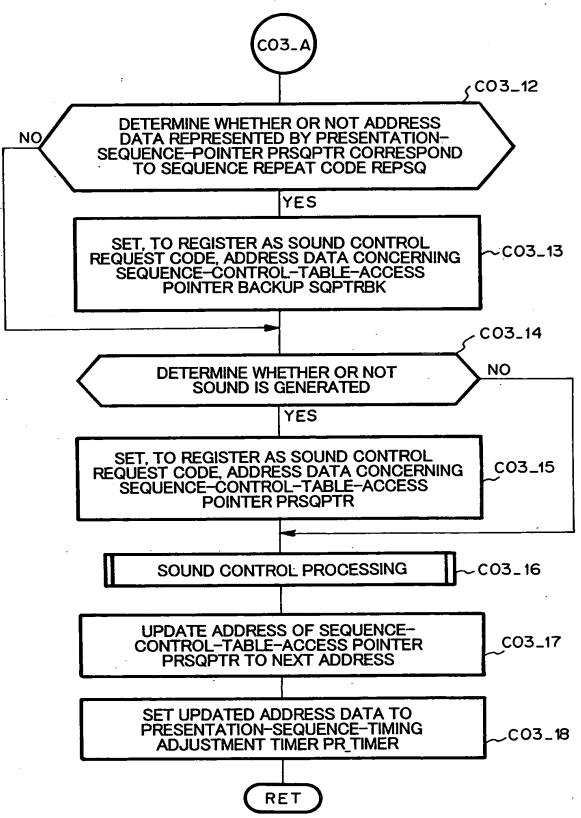
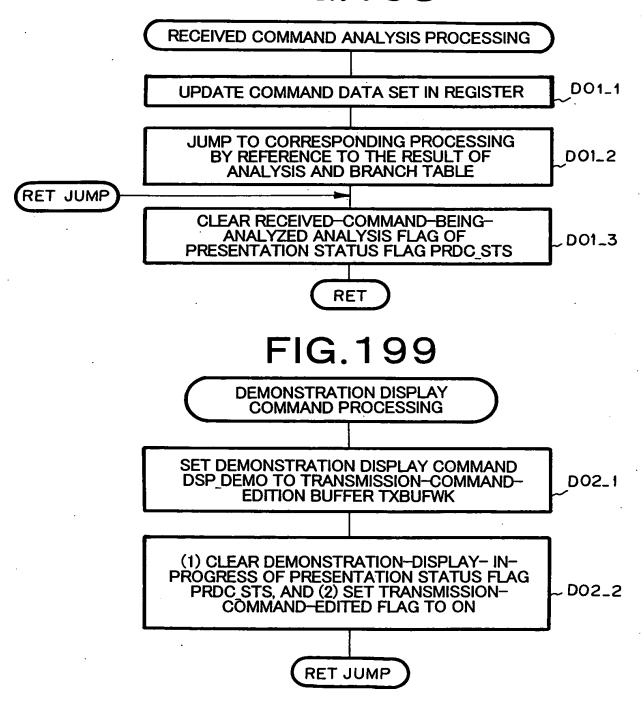
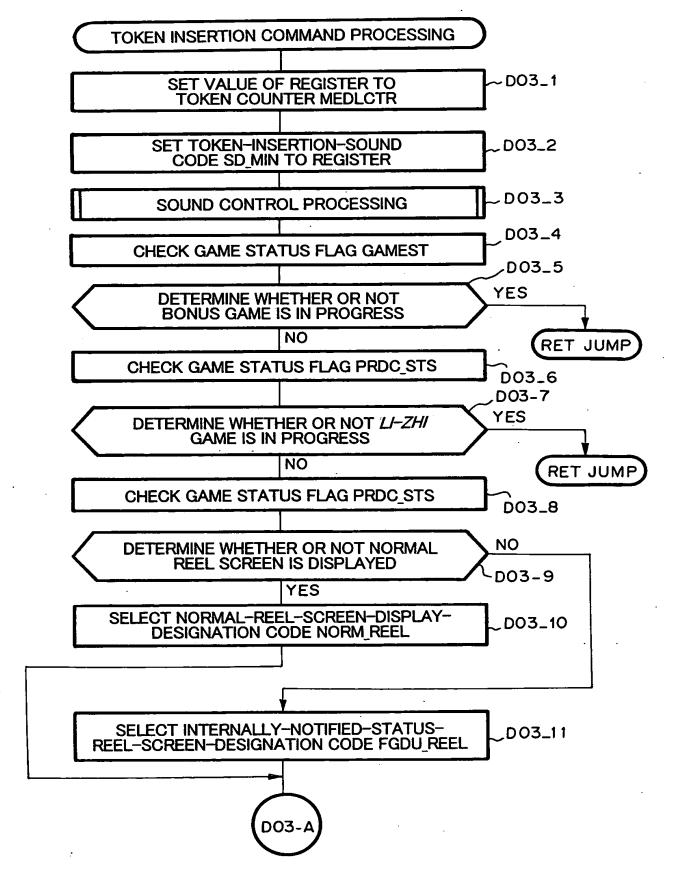
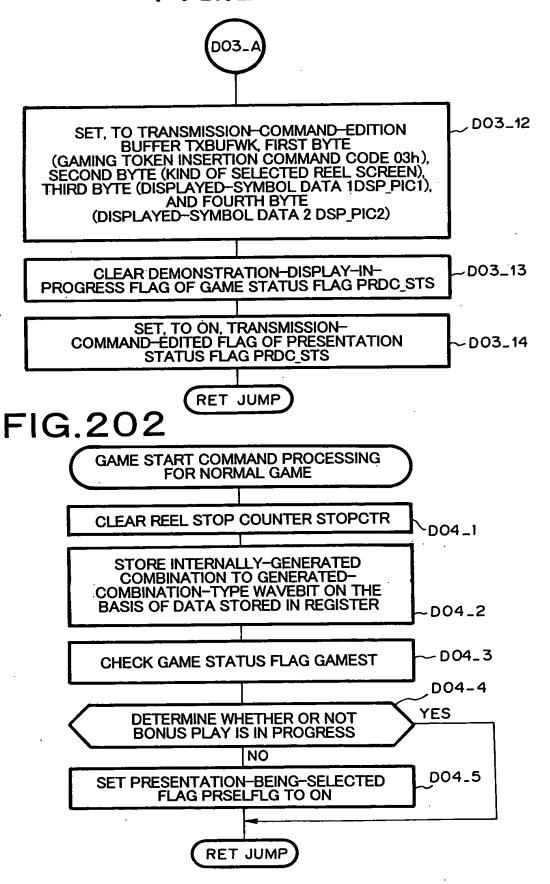


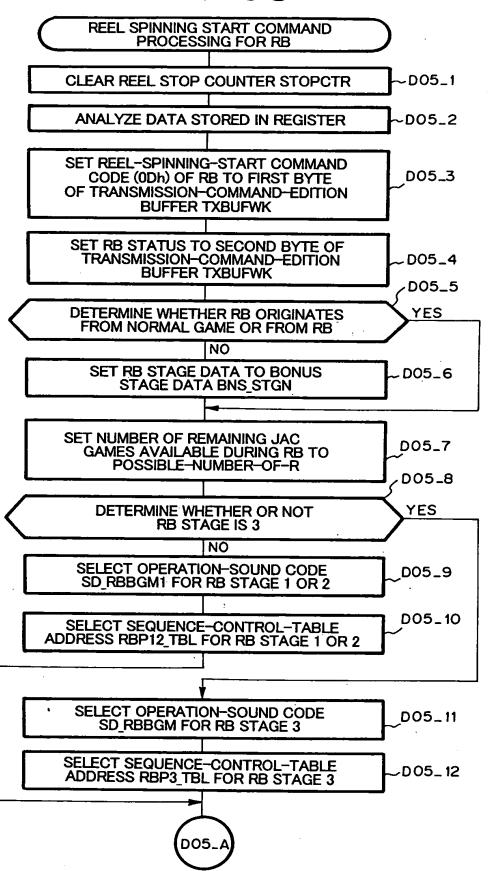
FIG.197

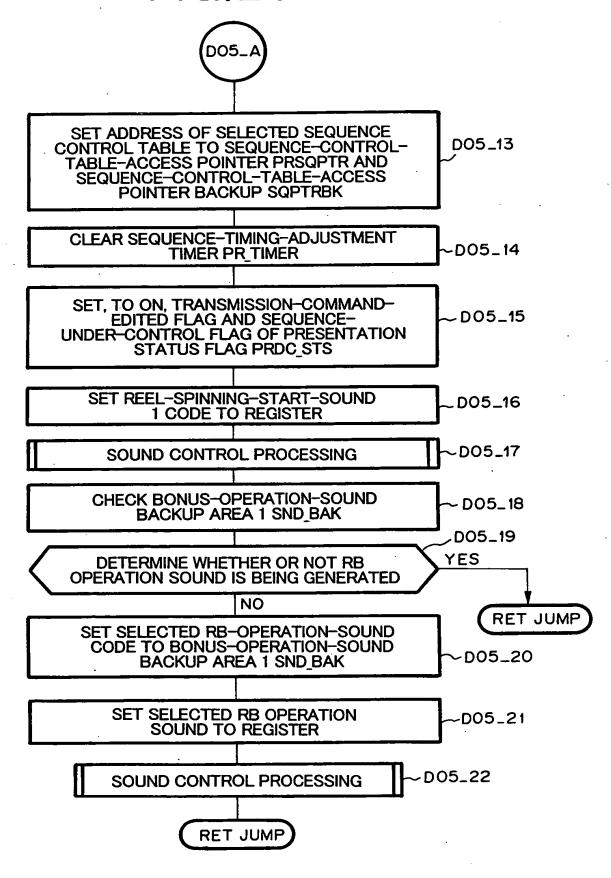


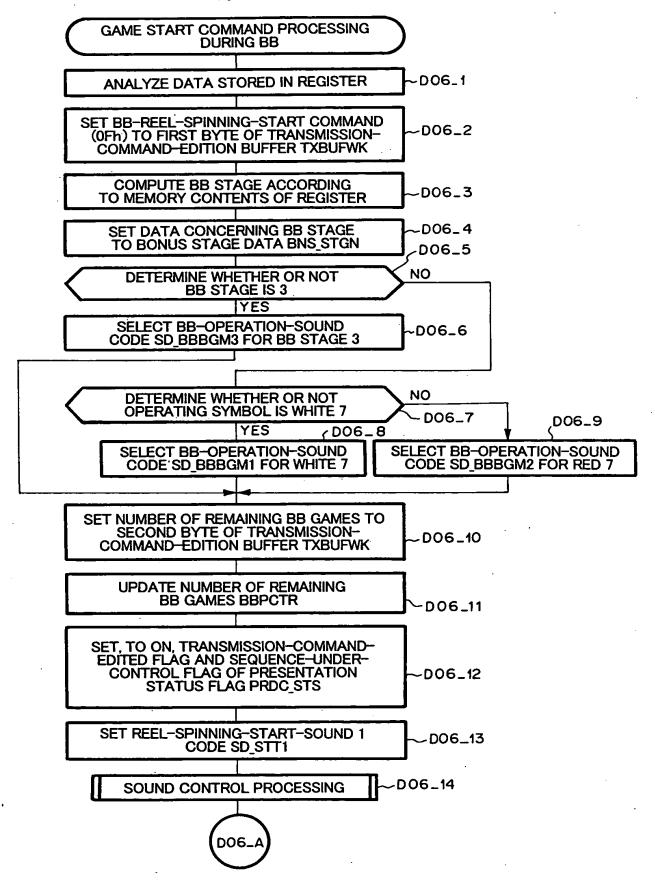












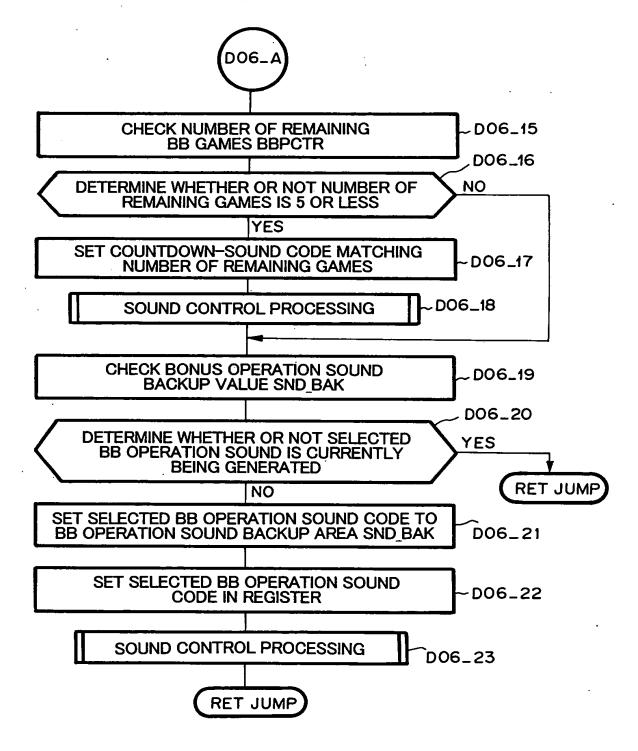
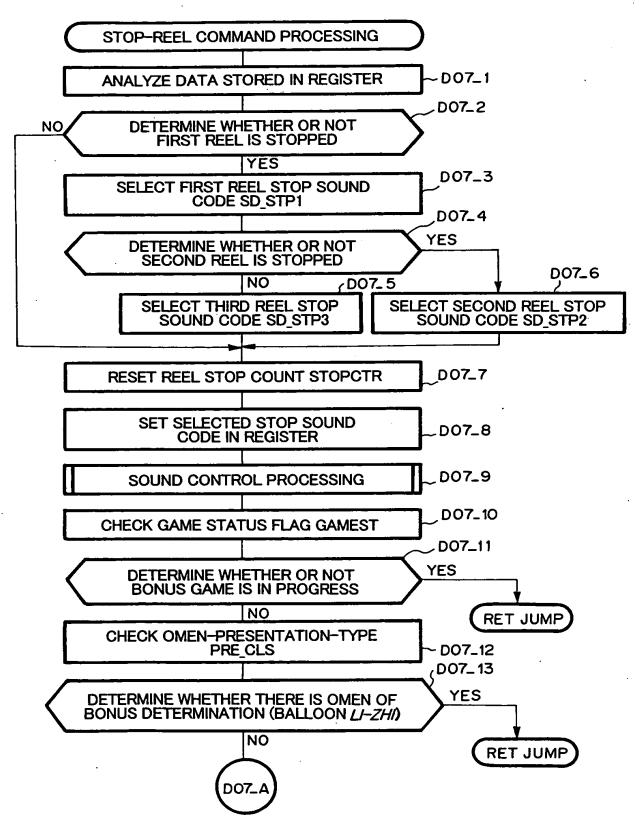
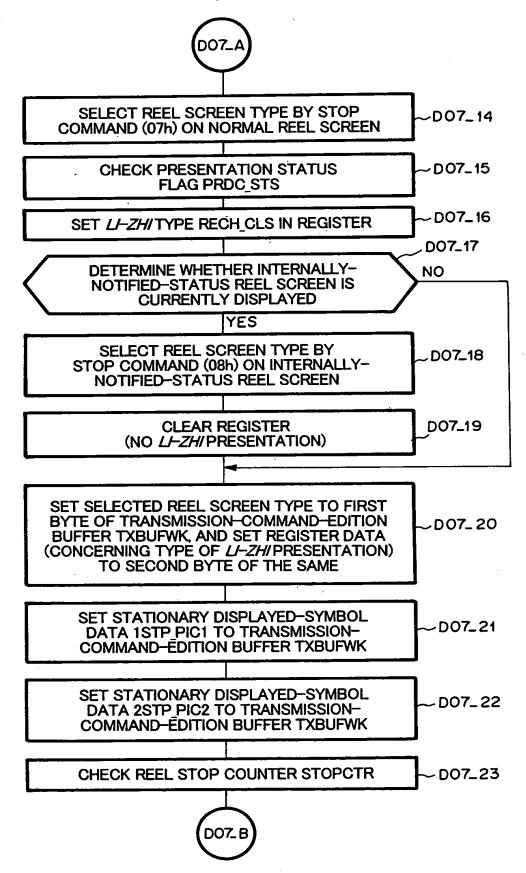
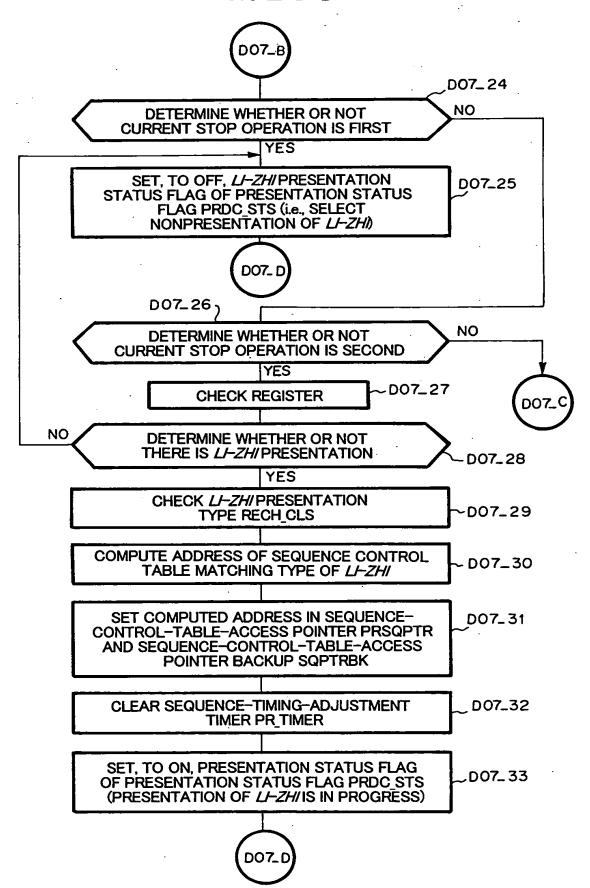


FIG.207







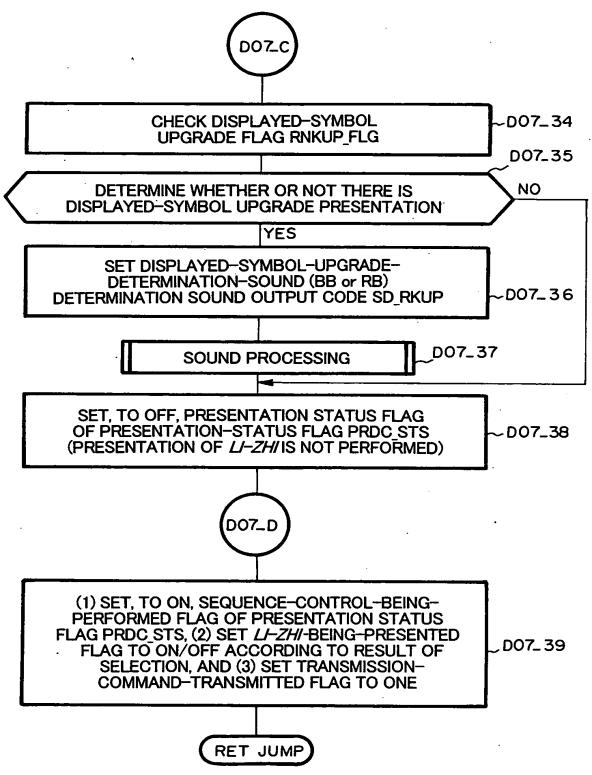
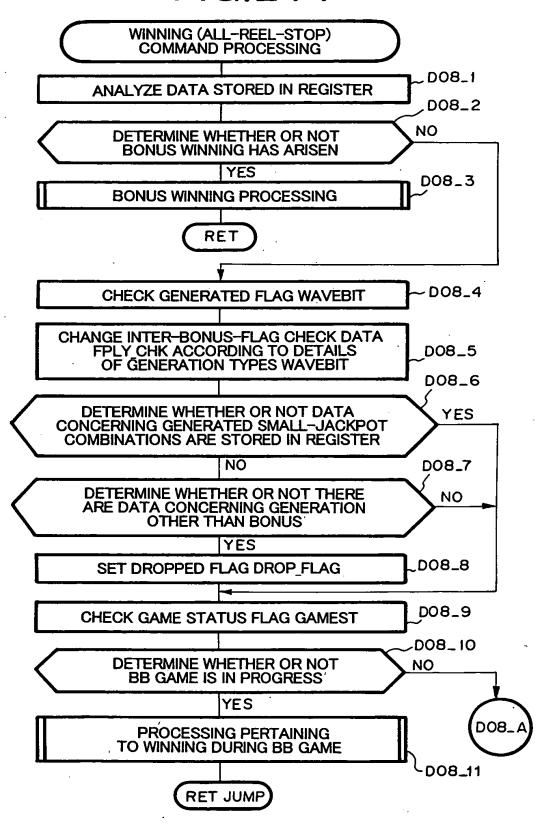
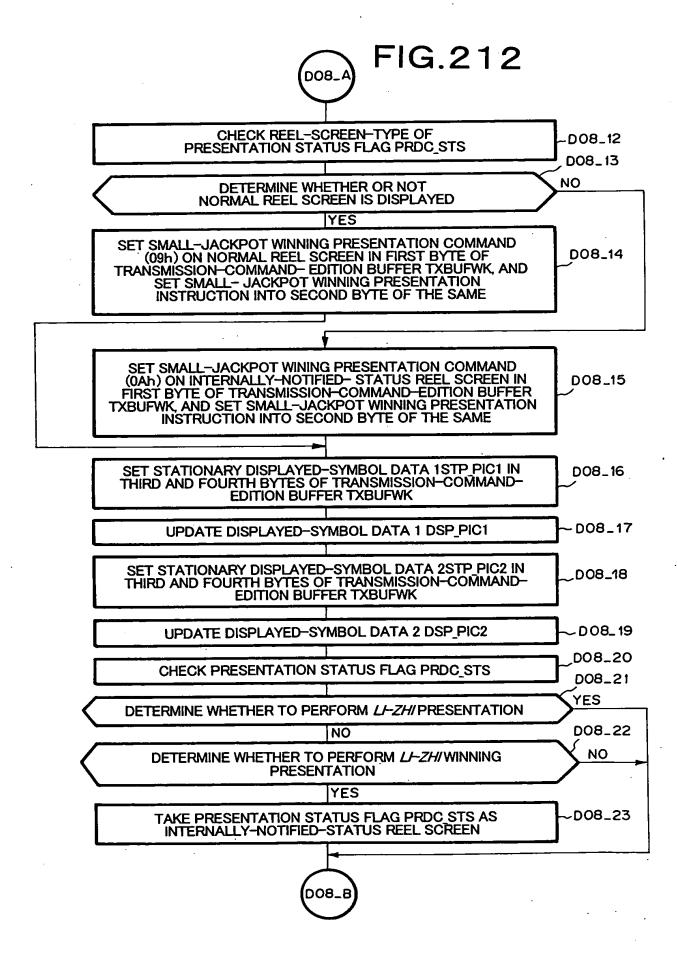
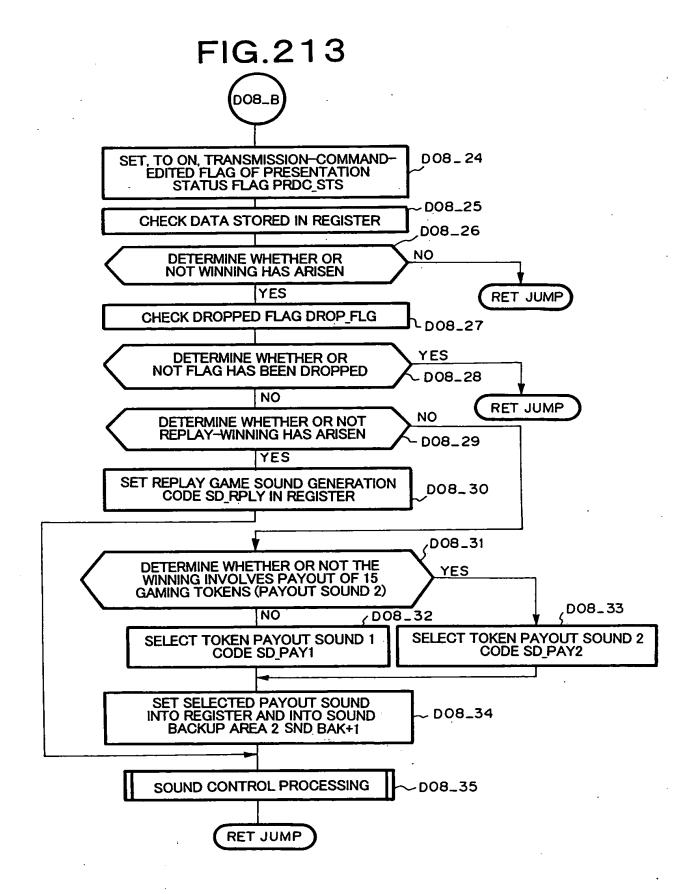


FIG.211







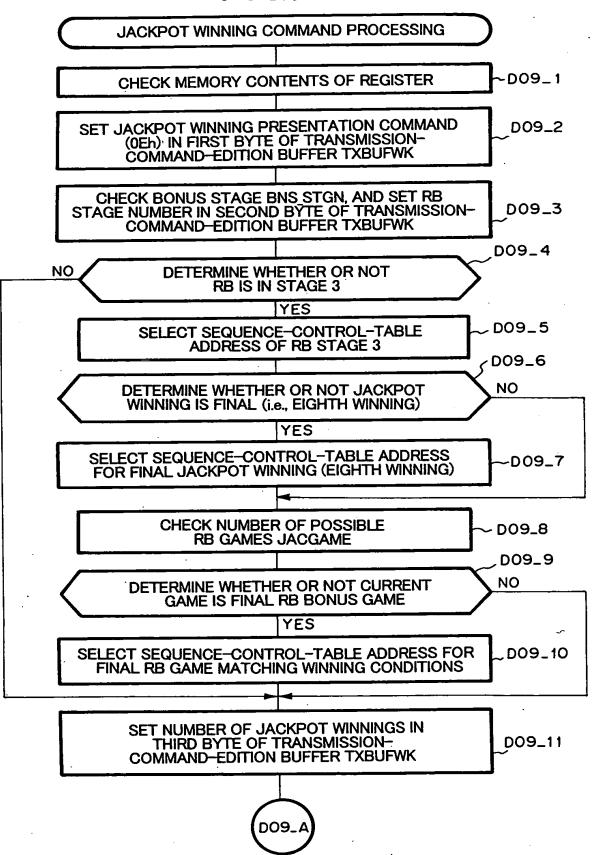
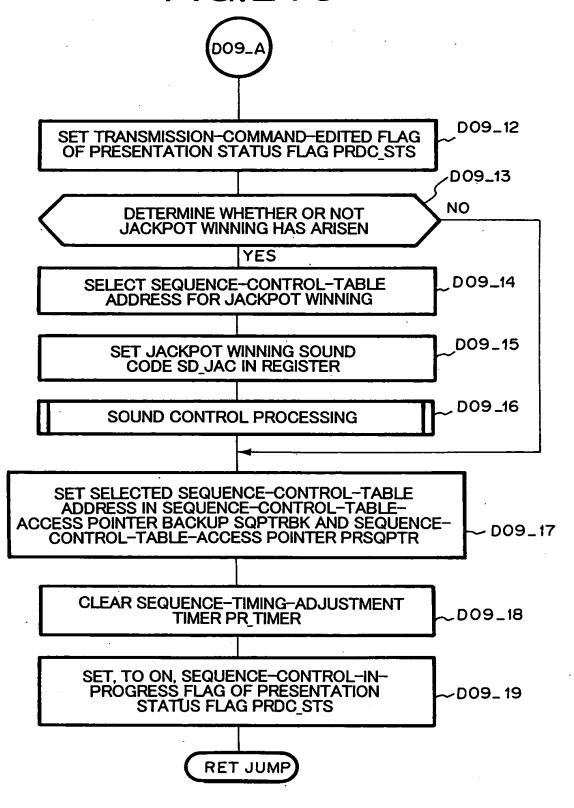


FIG.215



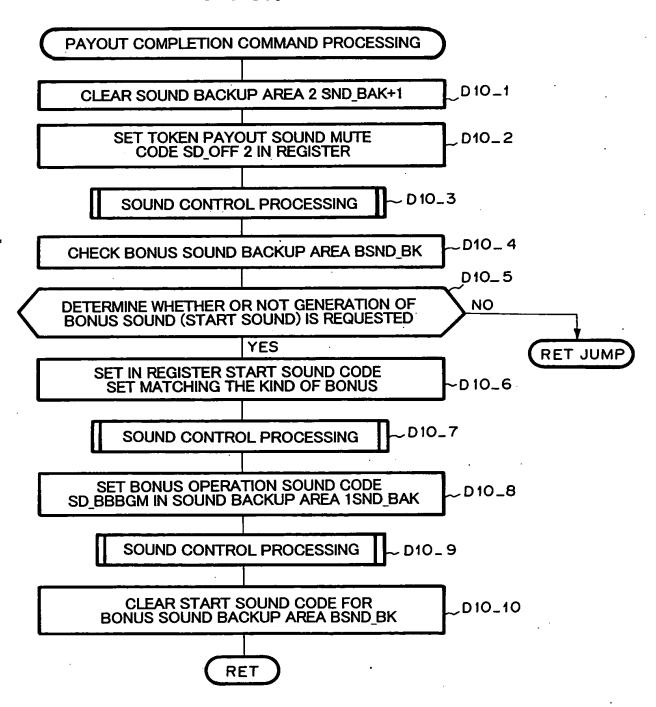
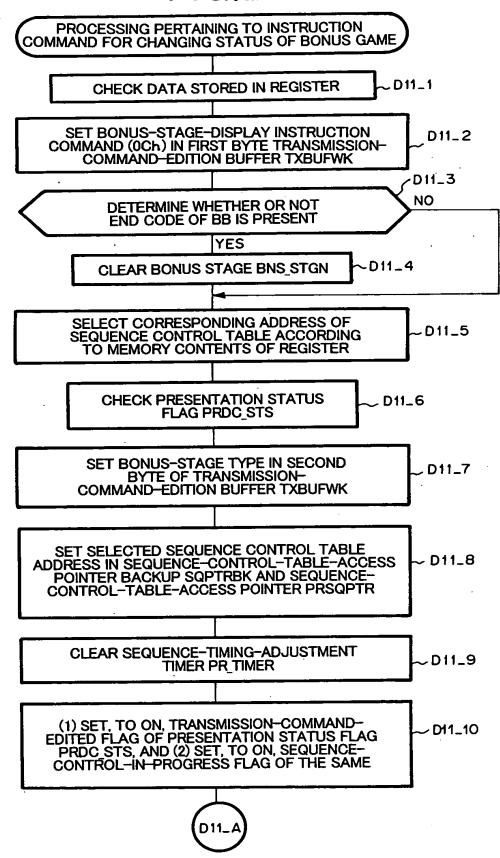
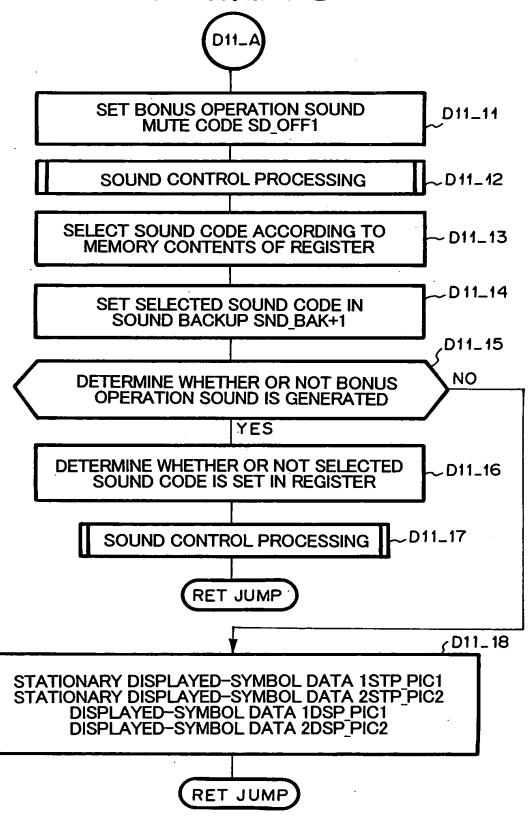


FIG.217





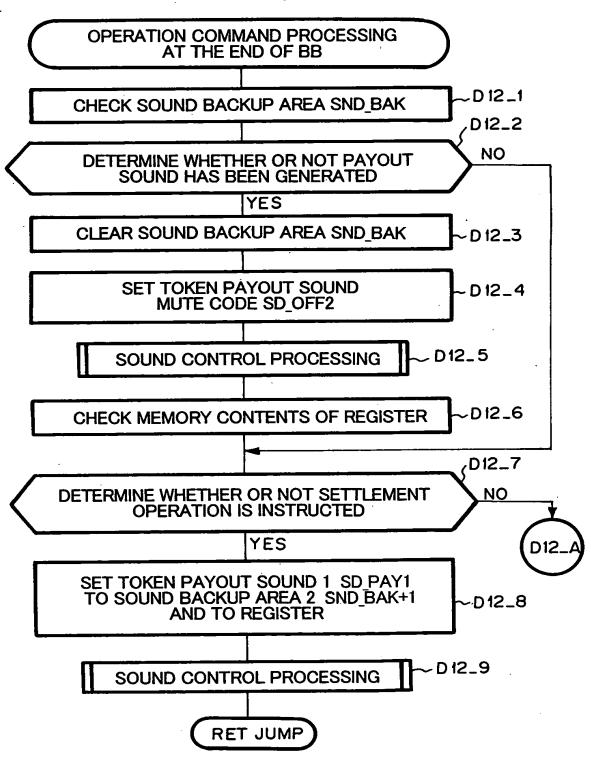


FIG.220

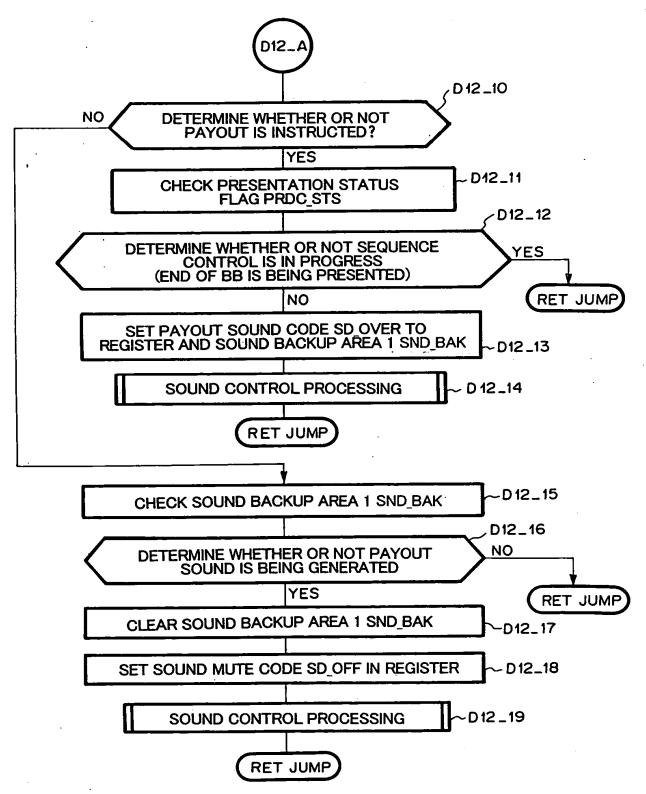
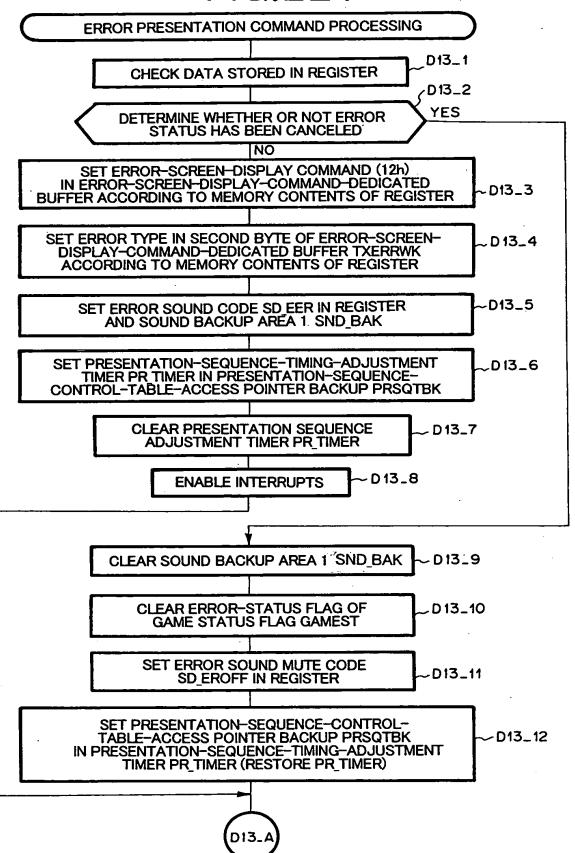
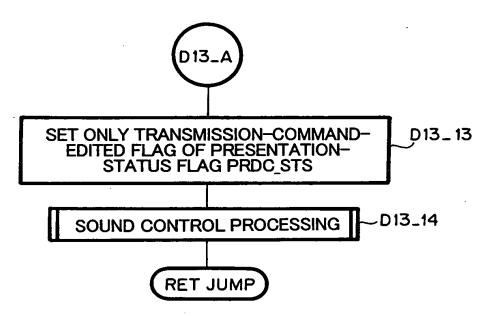
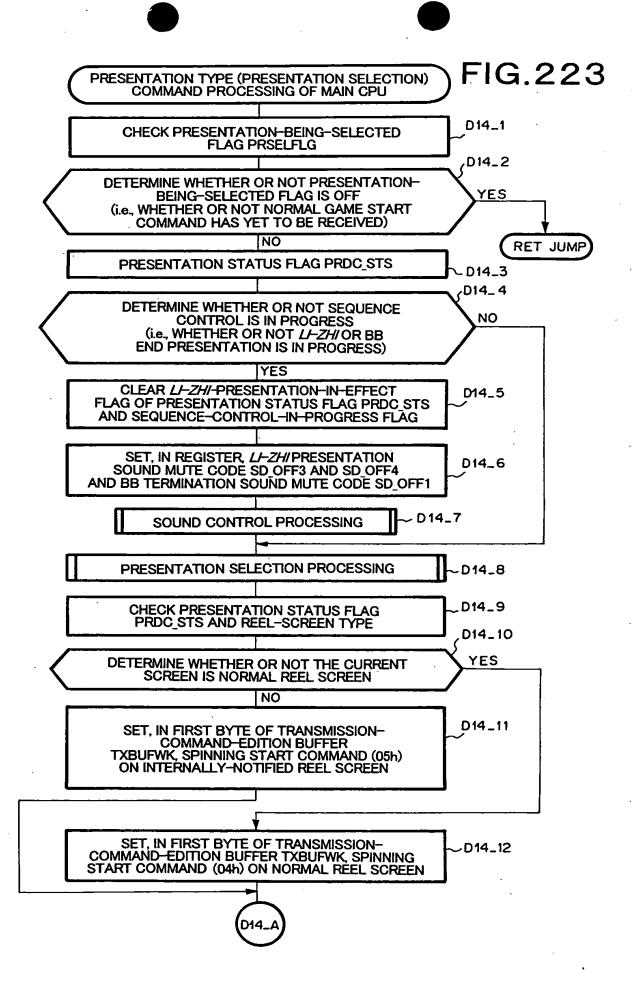
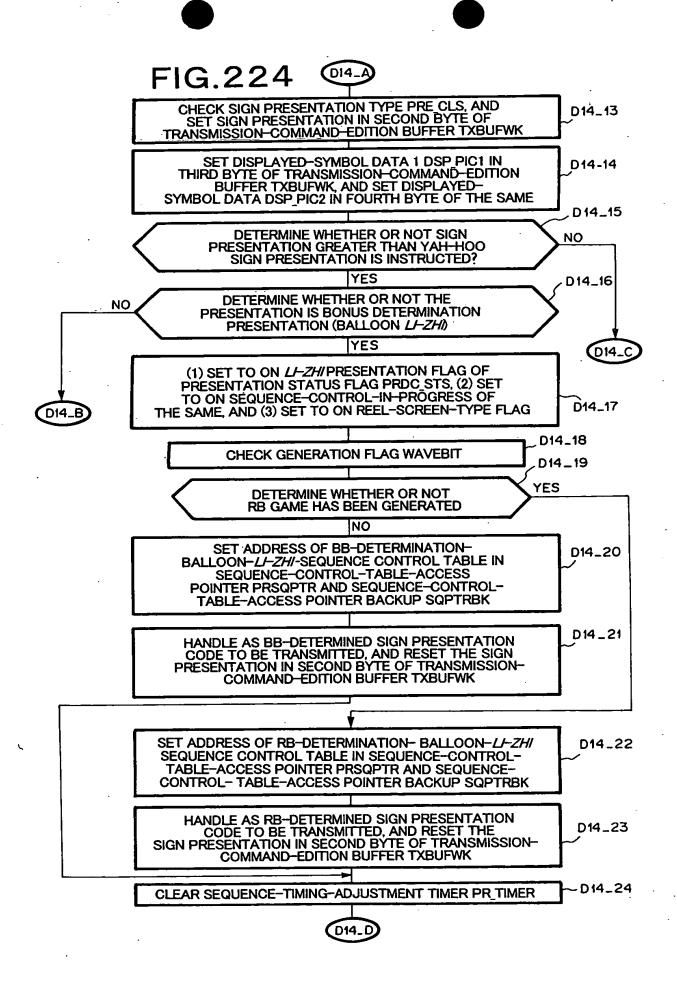


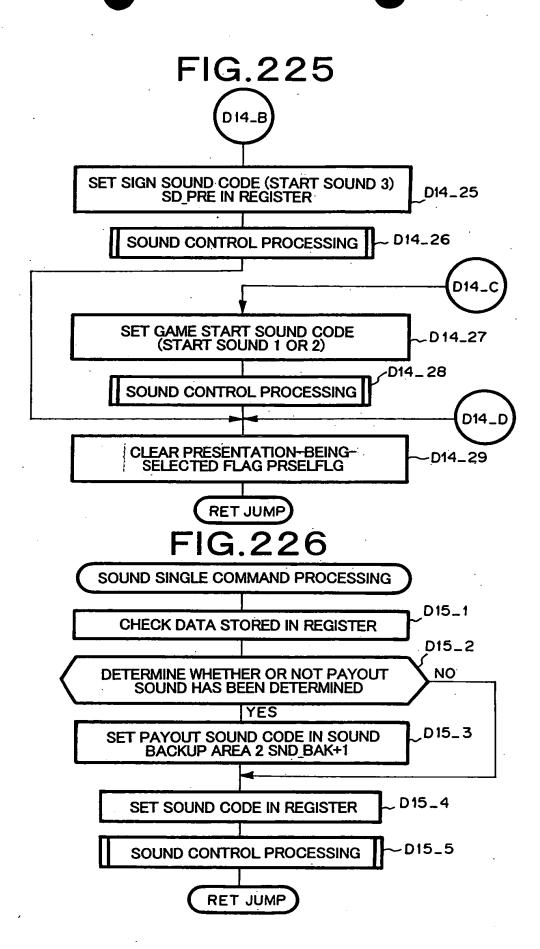
FIG.221

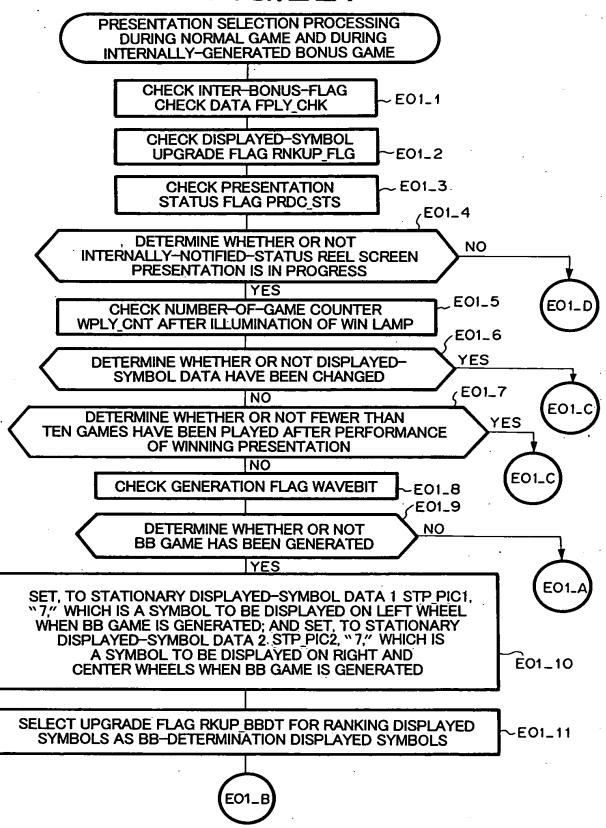


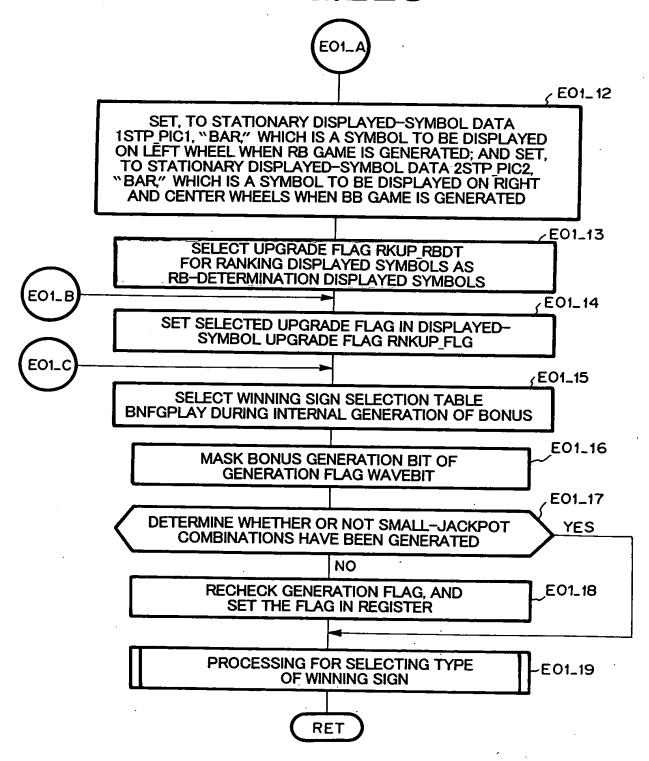




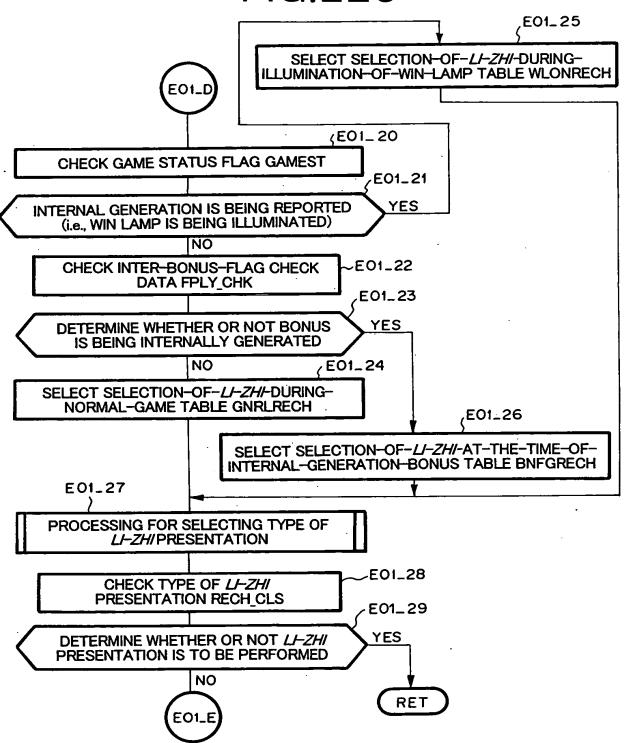




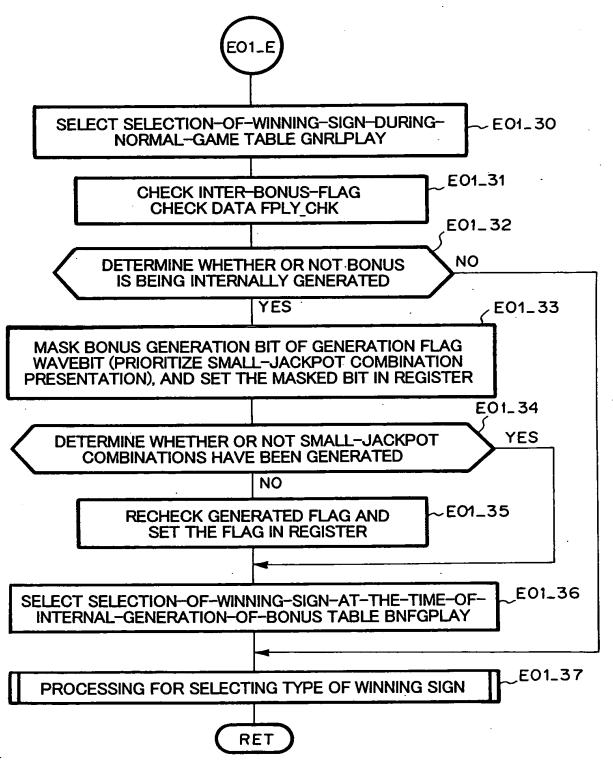


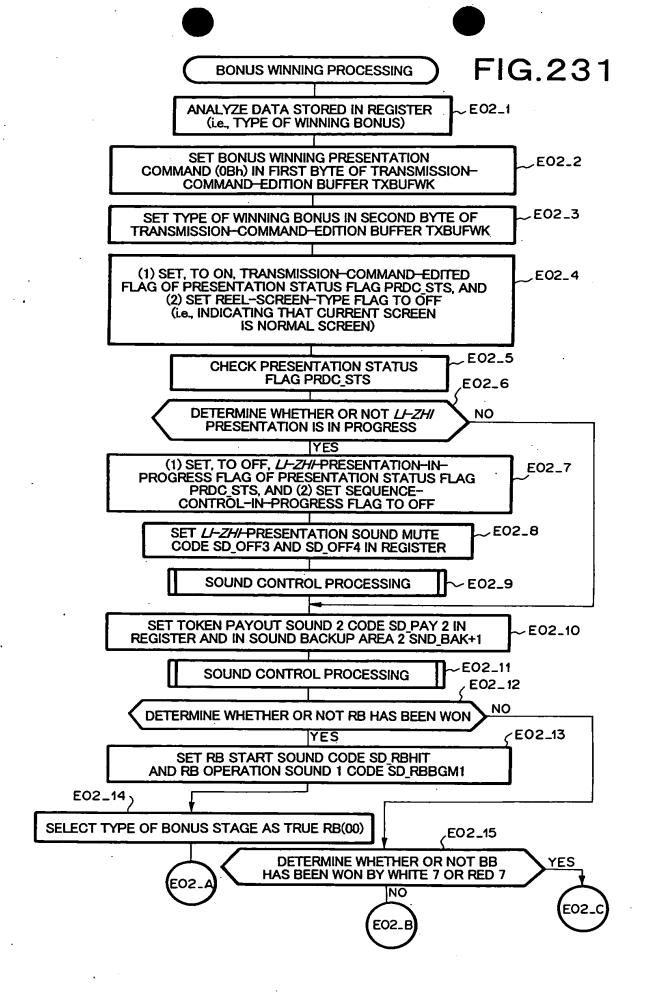


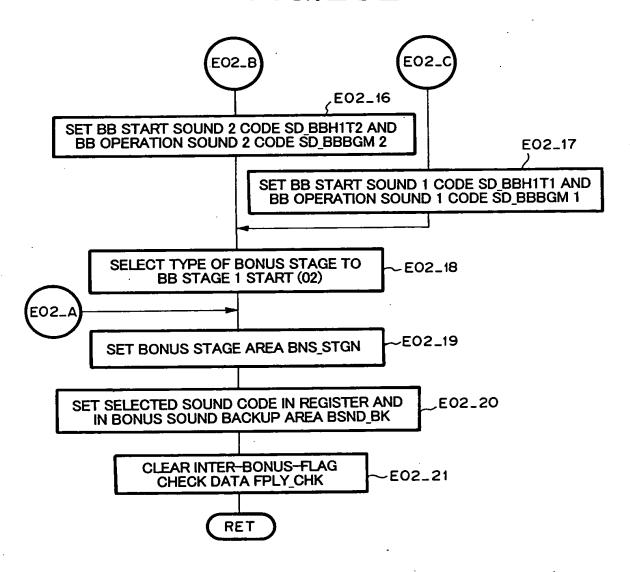




**FIG.230** 







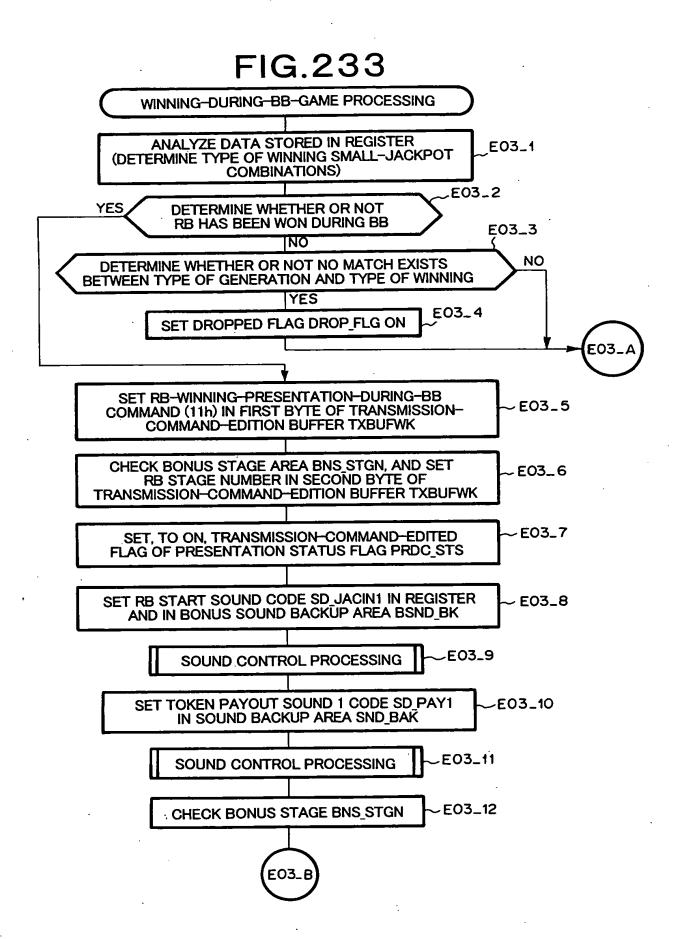
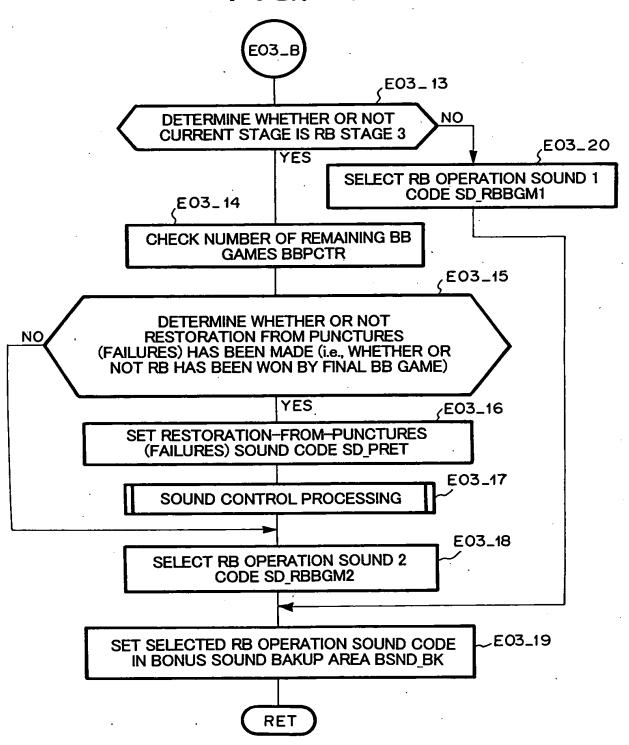


FIG.234





E03\_21

SET WINNING-OF-SMALL-JACKPOT-COMBINATION-BY-RB-PLAY-DURING-BB COMMAND CODE DSP\_BNHIT (10h) INTO FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

E03\_22

CHECK BONUS STAGE BNS STGN, AND SET BB STAGE NUMBER IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

E03\_23

CHECK NUMBER OF REMAINING BB GAMES BBPCTR, AND SET NUMBER OF REMAINING BB GAMES IN THIRD BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

E03\_24

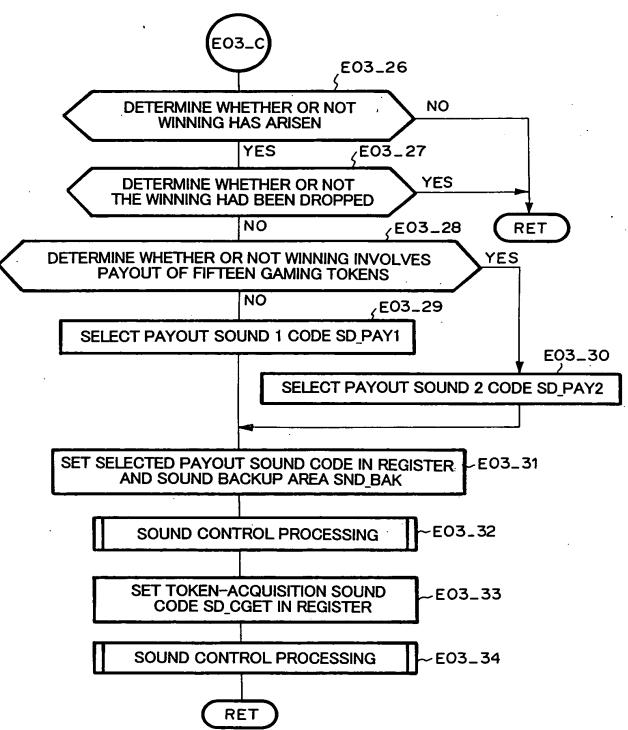
CHECK MEMORY CONTENTS OF REGISTER
(i.e., TYPE OF WINNING OF SMALL-JACKPOT
COMBINATION), AND SET TYPE OF WINNING OF
SMALL-JACKPOT COMBINATION IN FOURTH BYTE OF
TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

E03\_25

SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDS\_STS

(EO3\_C





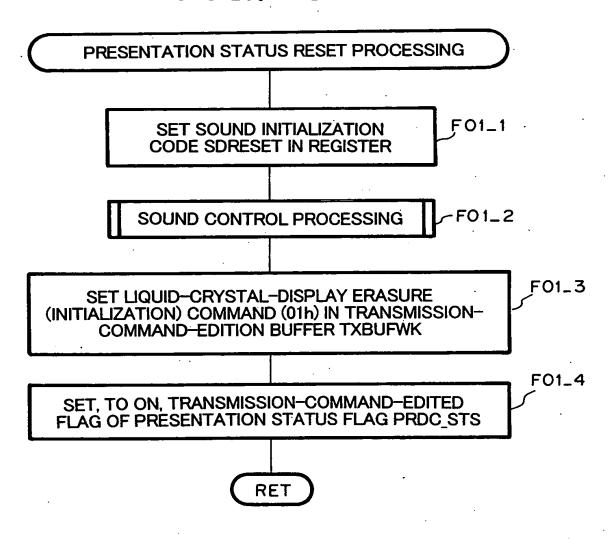
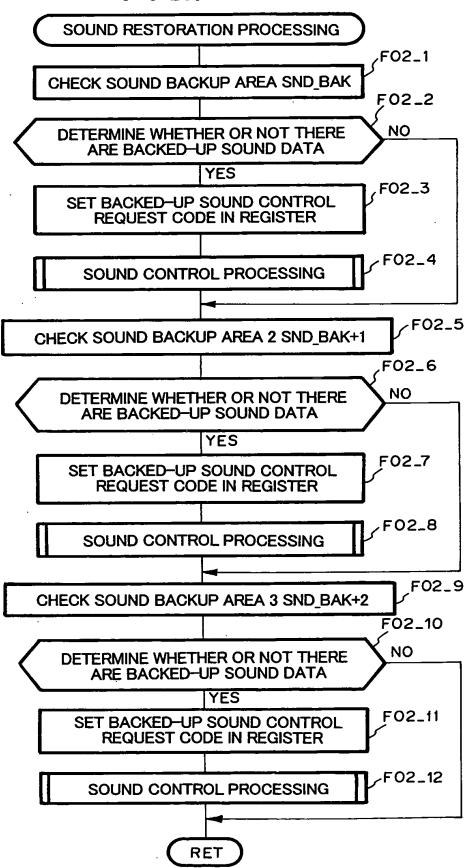
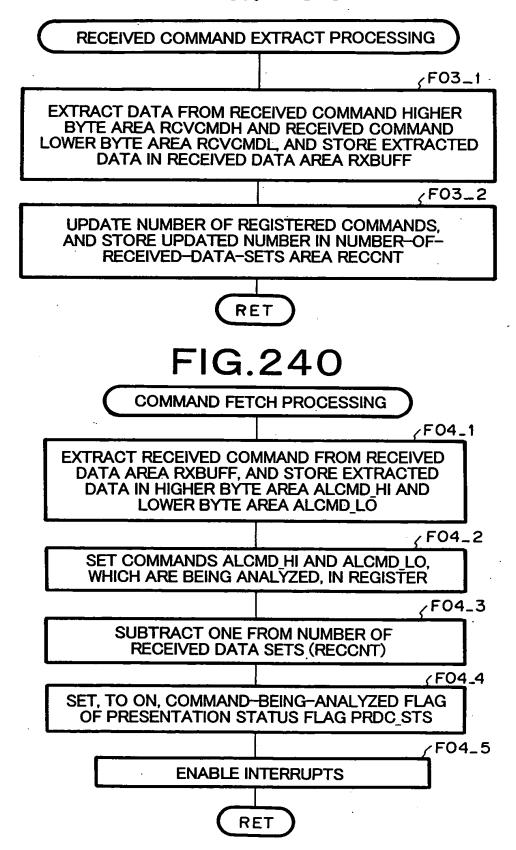
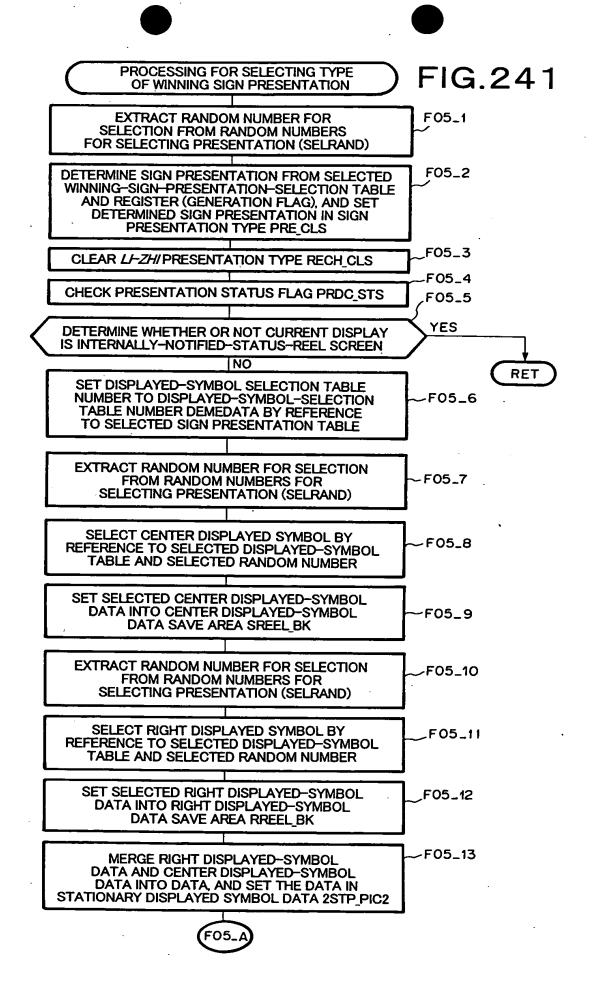
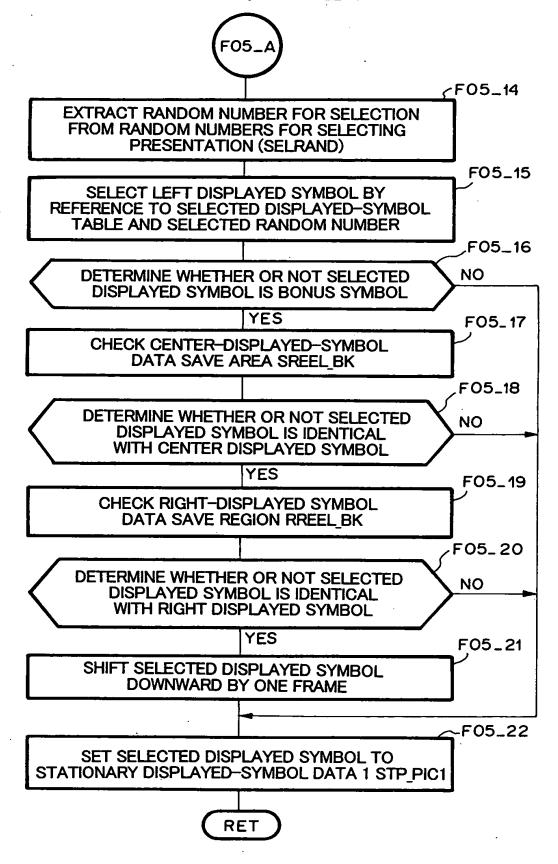


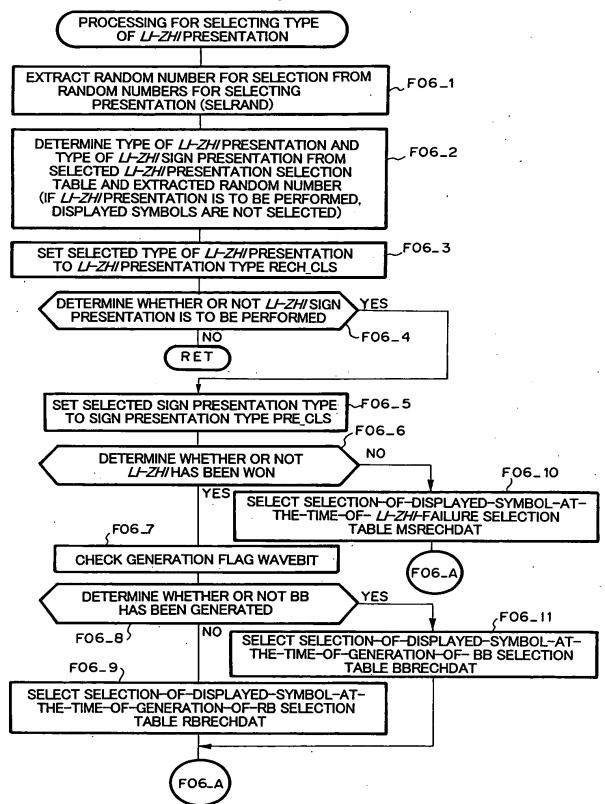
FIG.238

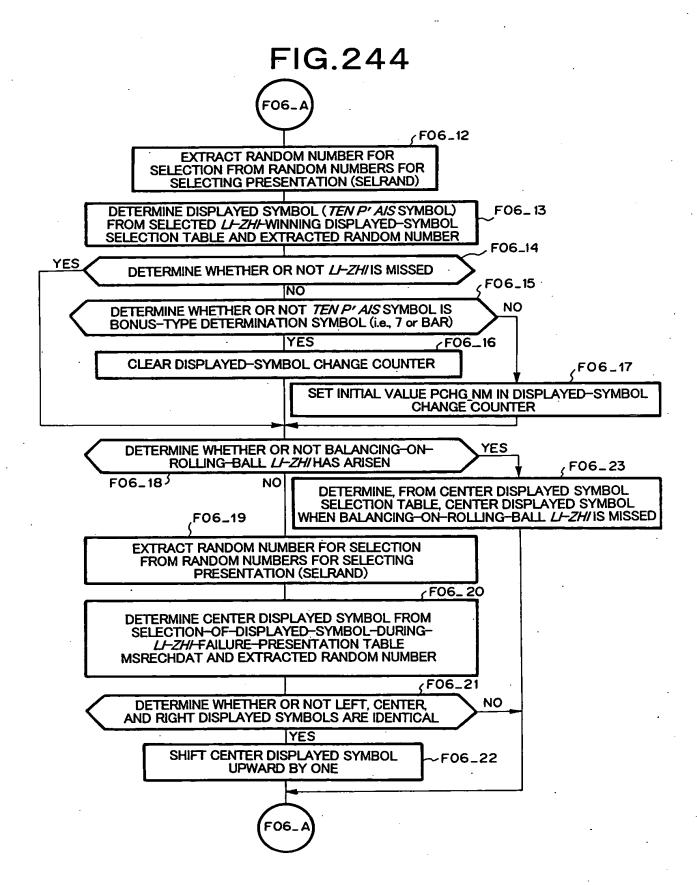


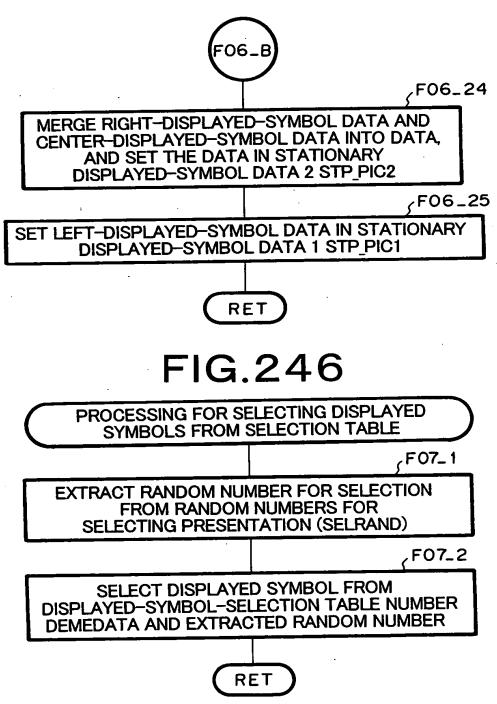


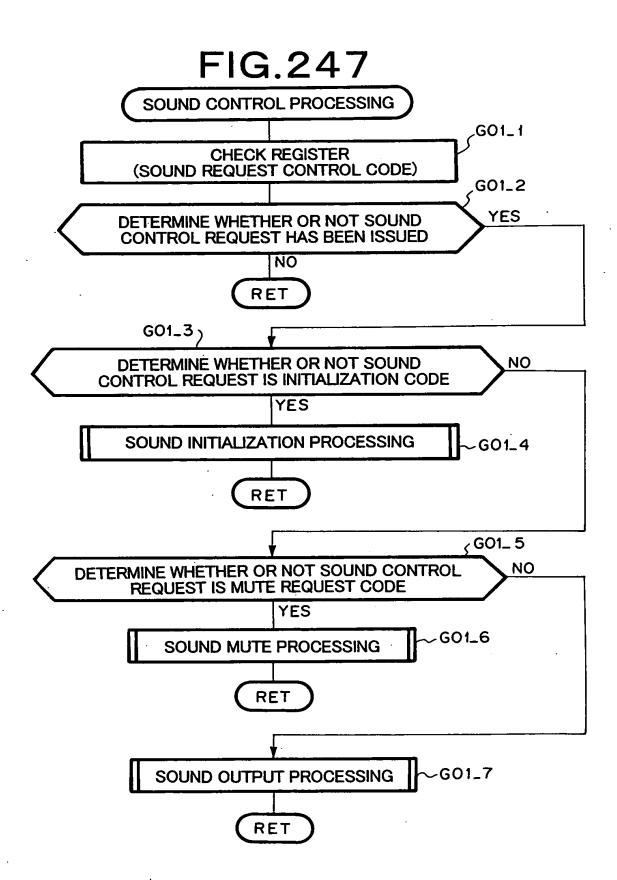


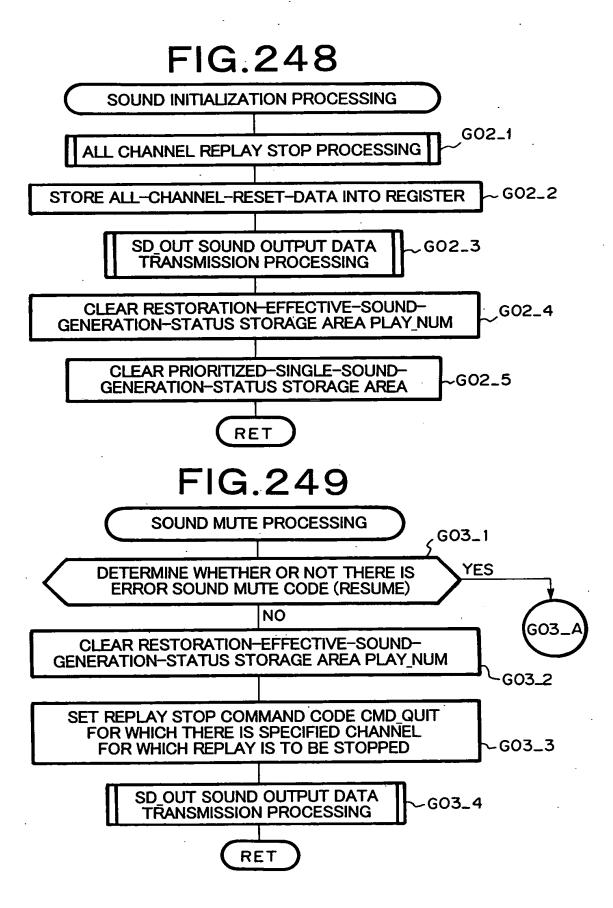












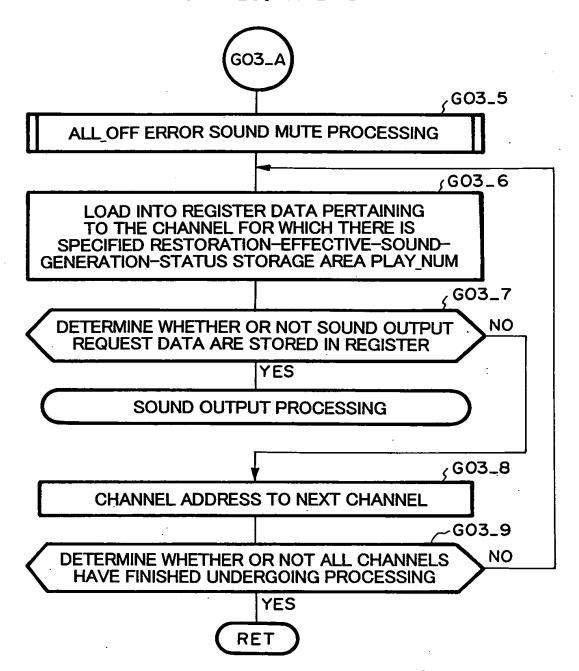
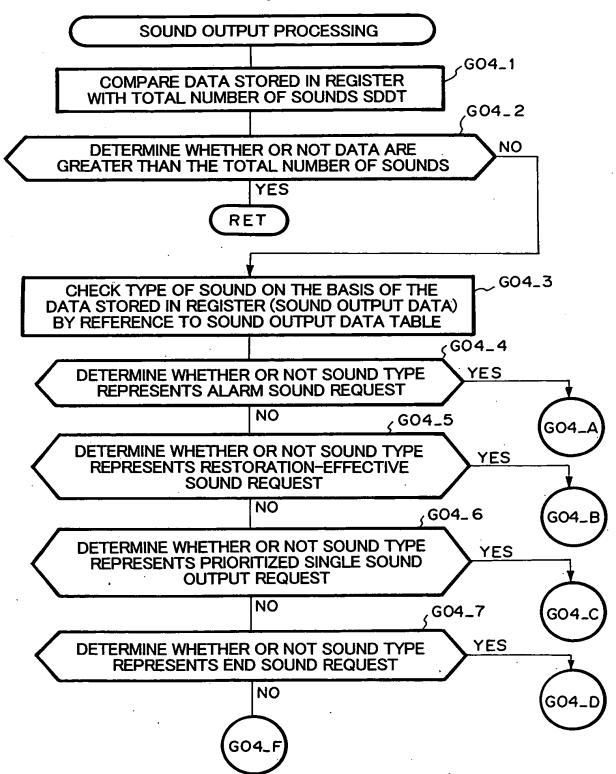
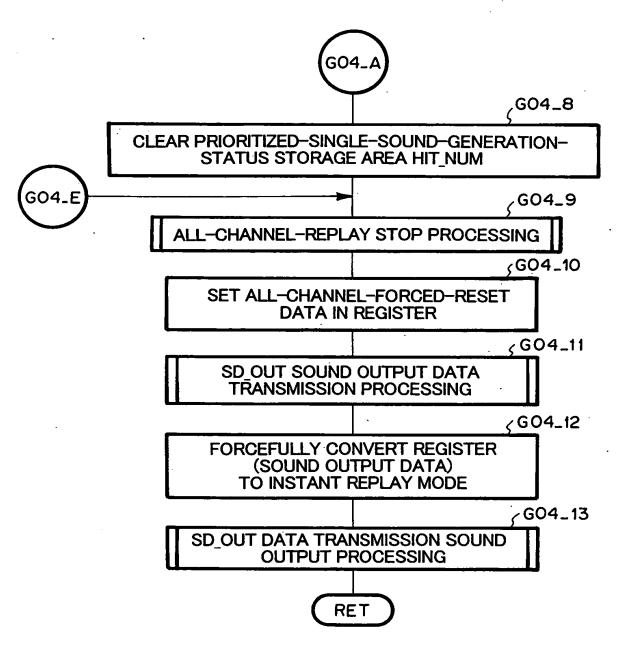
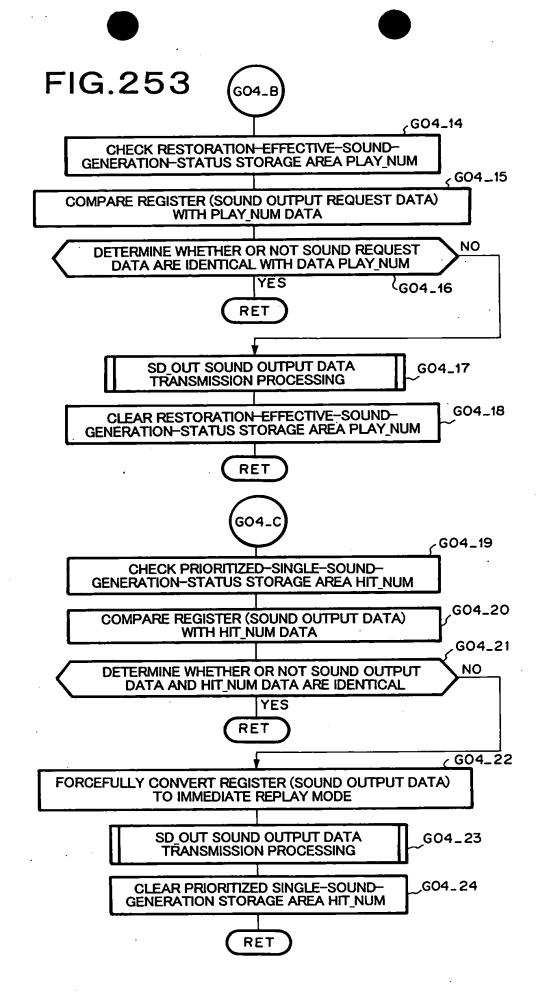
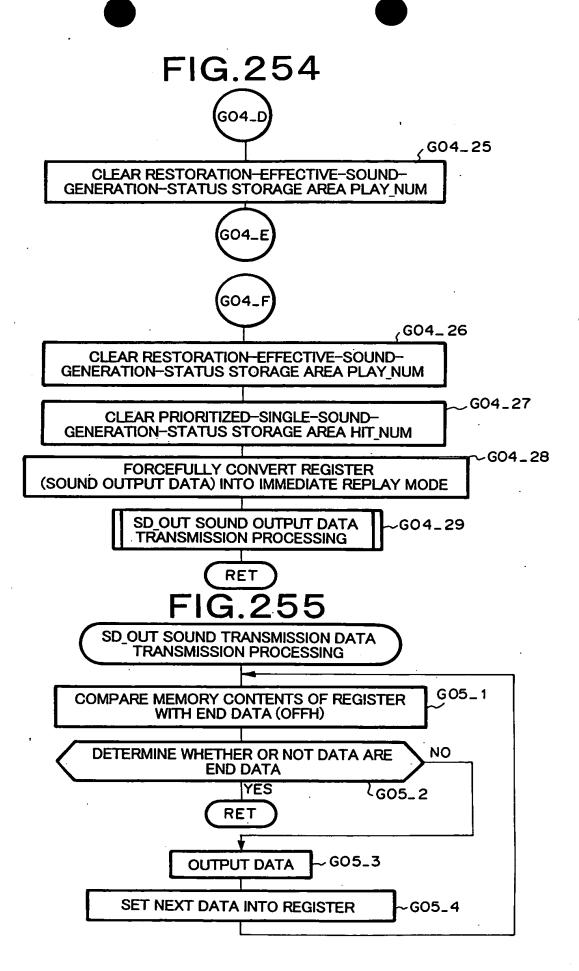


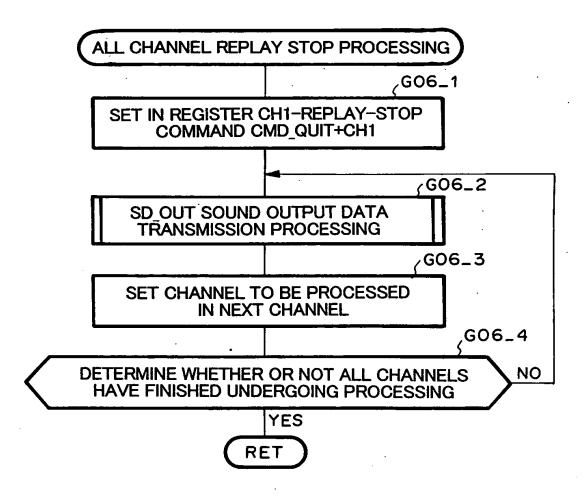
FIG.251











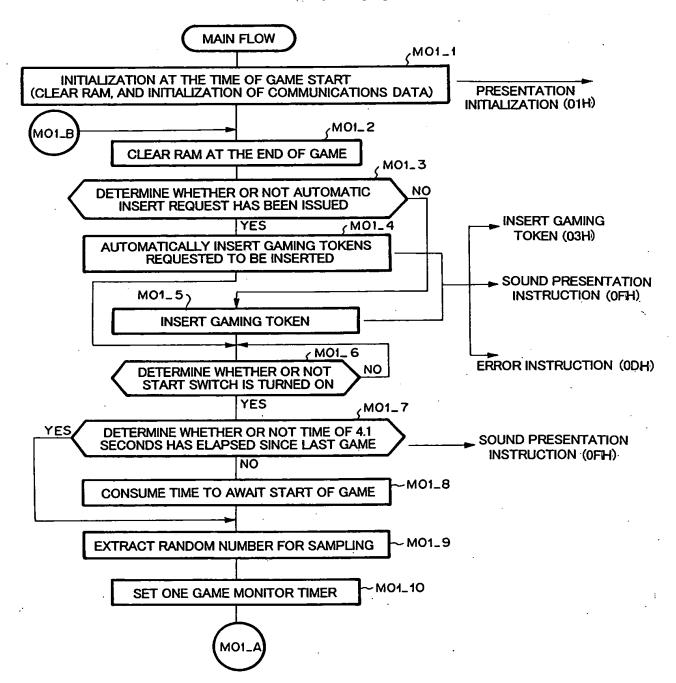


FIG.258

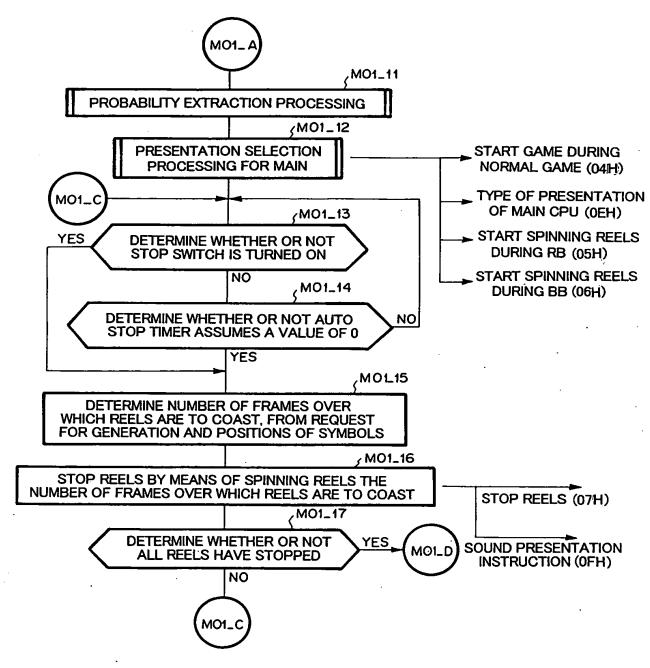
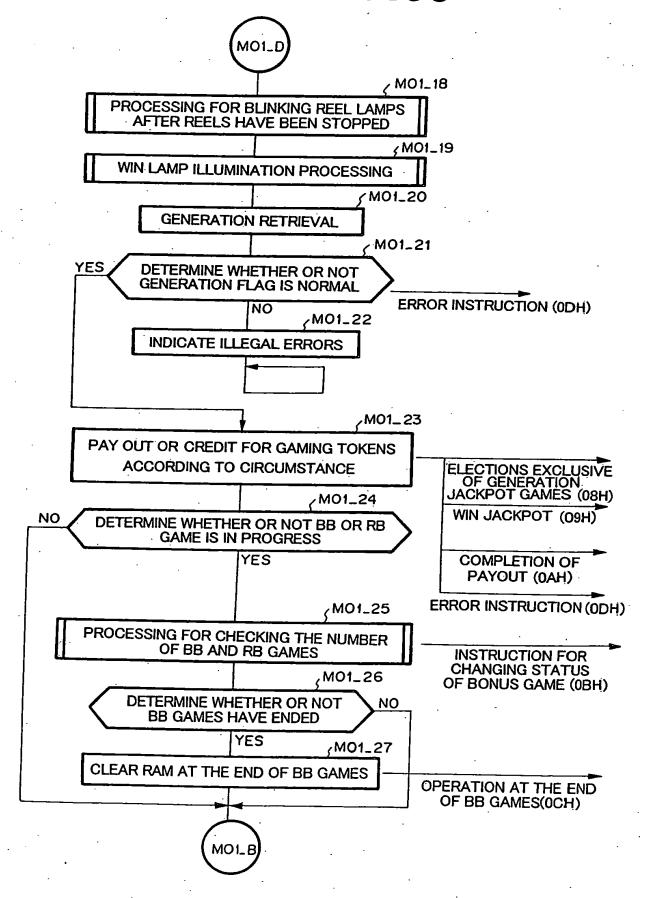


FIG.259



| STION INSTRUCTION GAME STATUS BCC | STATUS = b7 b6 b5 b4 b3 b2 b1 b0 | EXPECTATION FOR GENERATION | OF BB IN PROGRESS | ——REPLAY IN PROGRESS ——ERROR IN EFFECT | —— UNASSIGNED | — PLAY-OUT IN OPERATION | (ILLUMINATE WINNING DISPLAY LAMPS) | (ILLUMING BEING NOTIFIED (ILLUMINATE WINNING DISPLAY LAMPS) | (ILLUMINATE WINNING DISPLAY LAMPS) | (ILLUMINATE WINNING DISPLAY LAMPS)  BB OPERATION |
|-----------------------------------|----------------------------------|----------------------------|-------------------|--|---------------|-------------------------|------------------------------------|---|------------------------------------|--|
| INSTRUCTION<br>HIGHER BYTE        | GAME STATUS =                    |                            |                   |  |               |                         |                                    |   |                                    |  |

BCC = EXCLUSIVE OR OF INSTRUCTION HIGHER BYTE, INSTRUCTION LOWER BYTE, AND STATUS OF GAMING

BLINKING PATTERN 1

| STAGE | BLINKING PATTERN |     |     |  |  |  |
|-------|------------------|-----|-----|--|--|--|
| ·     | (1)              | (2) | (3) |  |  |  |
| 1 .   | (4)              | (5) | (6) |  |  |  |
|       | (7)              | (8) | (9) |  |  |  |
|       |                  |     |     |  |  |  |

TIME REQUIRED FOR MOVING PATTERN (103.25 ms)

LIBERT STATES

FIG. 262

| STAGE | BLINKING PATTERN  | STAGE    | BLINKING PATTERN  |
|-------|---|----------|---|
| 1     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 7        | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 2     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 8        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 3     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 9        | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 4     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 10       | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 5     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1 1      | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 6     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | governo. | UIRED FOR MOVING PATTERN (150. 18ms)  UNINATED EXTINGUISHED             |

FIG. 263

| STAGE | BLINKING PATTERN  | STAGE      | BLINKING PATTERN  |
|-------|---|------------|---|
| 1     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 7          | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 2     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 8          | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 3     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 9          | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 4     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 1 0        | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 5     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 1 1        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 6     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | <i>سنس</i> | UIRED FOR MOVING PATTERN (75.09ms)  UMINATED EXTINGUISHED               |

FIG. 264

| STAGE | BLINKING PATTERN  | STAGE    | BLINKING PATTERN  |
|-------|---|----------|---|
| 1     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 6        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 2     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 7        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| . 3   | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 8        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 4     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 9        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 5     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | TIME REQ | UIRED FOR MOVING PATTERN (150.18ms)  UMINATED EXTINGUISHED              |

FIG. 265

| STAGE | BLINKING PATTERN                          | STAGE    | BLINKING PATTERN  |
|-------|---|----------|---|
| 1     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9) | 6        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 2     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9) | 7        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 3     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9) | 8        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 4     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9) | 9        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 5     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9) | TIME REQ | ON OFF  |

FIG. 266

| STAGE | BLINKING PATTERN  | STAGE    | BLINKING PATTERN  |
|-------|---|----------|---|
| 1     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 9        | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 2     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 1 0      | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 3     | (4) (5) (6)<br>(7) (8) (9)  | 1 1      | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| .4    | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1 2      | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 5     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 13       | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 6     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1 4      | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 7     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 1 5      | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 8     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | TIME REC | QUIRED FOR MOVING PATTERN (150. 18ms) ON OFF                            |

FIG. 267

| STAGE | BLINKING PATTERN  | STAGE   | BLINKING PATTERN  |
|-------|---|---------|---|
| 1     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 9       | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 2     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 10      | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 3     | (4) (5) (6)<br>(7) (8) (9)  | 1 1     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 4     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1 2     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| . 5   | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 1 3     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 6     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1 4     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 7     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 15      | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 8     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | TIME RE | QUIRED FOR MOVING PATTERN (75.09ms)  NO OFF                             |



| STAGE | BLINKING PATTERN  | STAGE   | BLINKING PATTERN  |
|-------|---|---------|---|
| 1     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 9       | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 2     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1.0     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 3     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1 1     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               |
| 4     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1 2     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 5     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 1 3     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 6     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) | 1 4     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 7     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | 1 5     | (1)     (2)     (3)       (4)     (5)     (6)       (7)     (8)     (9) |
| 8     | (1) (2) (3)<br>(4) (5) (6)<br>(7) (8) (9)                               | TIME RE | QUIRED FOR MOVING PATTERN (103.25ms) ON OFF                             |